MARVEL

MULTIVERSE ROLE-PLAYING GAME

THE AVENGERS EXPANSION

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AVENGERS EXPANSION

LEAD WRITER: Matt Forbeck
WRITERS: Marty Forbeck, Pat Forbeck & Alex Irvine
PRODUCER & PROJECT LEAD: Carlos "CJ" Cervantes Jr.
EDITOR: Brian Overton
ASSISTANT PRODUCER: Amir Osman
COVER ART: Paco Medina & Jesus Aburtov
CHAPTER-OPENING ART: Ruairí Coleman, Adriano Di Benedetto & Andrew Cramer
CARTOGRAPHY: Brian Patterson
LOGO DESIGN: Jonathan Silva
GRAPHIC DESIGN & LAYOUT: Simeon Cogswell
EDITOR IN CHIEF: C.B. Cebulski
BUSINESS DEVELOPMENT LEAD: Trent Bielen
DIRECTOR, MARKETING & INTEGRATED PLANNING: Tim Dillon
VP, PRODUCTION & SPECIAL PROJECTS: Jeff Youngquist
VP, PLANNING & SALES OPERATIONS: Mark Annunziato

AVENGERS CREATED BY: Stan Lee & Jack Kirby

SPECIAL THANKS
David Althoff, Amanda Avila, Tom Brevoort, Jocquelle Caiby, Peter Charpentier, Carl Farmer, Mike Fichera, Stephen Fiore, Ann Forbeck, Helen Forbeck, Ken Forbeck, Laura Forbeck, Nick Forbeck, Desiree Guillermo, Marika Hashimoto, Luc Kersten, Danny Khazem, Theodore Kutt, Rob London, Chris McCarver, Eric Monacelli, Wil Moss, Jim Nausedas, Michael O'Sullivan, Jacque Porte, Markus Raymond, Jacob Rougemont, Zachary Schechter, Jesse Scoble, Alanna Smith, Sidney Stubbs, Devinder Thiara, Ray Vallese & Jordan D. White

MARVEL MULTIVERSE ROLE-PLAYING GAME CORE RULEBOOK

LEAD DESIGNER: Mike Capps
LEAD DESIGNER & WRITER: Matt Forbeck
PRODUCER & PROJECT LEAD: Carlos "CJ" Cervantes Jr.
EDITOR: Brian Overton
ASSISTANT PRODUCER: Amir Osman

The *Marvel Multiverse Role-Playing Game* uses the d616 game engine.
See **Marvel.com/rpg** for more details.

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Avengers Assemble!

Bring together Earth's mightiest super heroes, whether members of the Marvel pantheon—Black Widow, Captain America, Hawkeye and Thor—or the greatest new creations from your table! With the *Avengers Expansion*, explore the teams that were brought together to fight threats no one hero could face. Also, explore the world that the Avengers are sworn to protect. This book expands the rules of the Marvel Multiverse Role-Playing Game, including rules on crafting iconic weapons (like Captain America's shield or Thor's hammer), building your own headquarters (like Avengers Tower) and creating new battle suits, like Iron Man's Hulkbuster armor. Get your players together. It's time for your Avengers to assemble!

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INTRODUCTION

Welcome to the *Avengers Expansion* for the *Marvel* *Multiverse Role-Playing Game*! This book concentrates and expands on the adventures of the mightiest super-hero team of all time: the Avengers.

HOW TO USE THIS BOOK

It doesn't matter if you're a Narrator or a player—everyone is allowed to read this book. There are no secrets of any kind here that should be kept from players. If you like, you can read this book cover to cover. Here's what you're getting into.

The Avengers Teams

Chapter 2 launches the book with a large history of the main Avengers teams and how they've evolved over the years. The Avengers are arguably the largest team of super heroes in the Marvel Multiverse, but they often separate into a number of smaller squads that function under the larger name, and all of that gets discussed here.

Chapter 3 delves into a number of teams that have spun off from or been inspired by the Avengers over the years. This includes the West Coast Avengers, the Champions, the Ultimates, the Thunderbolts and even the Pet Avengers.

How to Avenge

The next two chapters cover how the Avengers operate in the world around them. The team may have started in the United States, but they've long since become a global force, and when working in other parts of the world, it's important to know what's out there.

Chapter 4 is concerned with the kinds of laws that are cause for debate in a world filled with super heroes. This includes the law that forced super-powered people to register with the government, sparking the first superhuman civil war. It also delves into the Avengers' relationship with S.H.I.E.L.D., for many years the premier law-enforcement agency in the world.

Chapter 5 discusses the world of the main Marvel Universe (Earth-616), with special attention paid to how it differs from our own. It shows the locations of places like Latveria (ruled by Doctor Doom), Wakanda (long ruled by the Black Panther monarchy, but now democratic) and lands beyond.

Avenging in the Multiverse

As you might have noticed, this is an expansion to the *Marvel Multiverse Role-Playing Game*, and this book doesn't just focus on the Avengers of Earth-616.

Chapter 6 tackles how to have adventures that move between universes. It discusses some of the best-known Avengers-style teams from other worlds, including the Ultimates of Earth-1610 and Earth-6160. This includes the story of the Multiversal Avengers and Avenger Prime that took place over the past few years in the comics, bringing together Avengers from across the Multiverse to meet an astonishing multiversal threat.

Who to Avenge Against

Speaking of threats, Chapter 7 discusses the various enemies the Avengers have faced off against over the years, with a special focus on the teams of villains that have arisen to challenge them. After all, there are few villains who can take on a team like the Avengers on their own, but with a group of like-minded people behind them, they can certainly try.

Rules and Heroes

Chapter 8 features the largest rules expansion for the game yet. This includes a massive section on iconic items and battle suits—along with full details about how to build your own. This covers everything from Asgardian weaponry to the various sets of powered armor that Tony Stark has purpose-built to handle a wide variety of threats. There's also information about narrative items: ultrapowerful objects like the Cosmic Cube, the Infinity Stones and even the infamous Infinity Gauntlet.

On top of that, there are full rules for how to handle various kinds of alternate forms, with a particular focus on Bruce Banner and some of the different kinds of Hulks he has become.

After that, there's another big section on one thing every team needs: headquarters. This includes full rules for how teams can build headquarters of their own and how they can get the most out of them during the downtime between their adventures.

The chapter also details new vehicles and new tools of battle, including weapons and armor. Plus, it gives loads of advice for Narrators on how to create encounters, especially for teams that have heroes of mixed ranks. And plenty of other great stuff too.

Finally, Chapter 9 offers dozens of profiles for use in your game. This includes not only brand-new heroes and villains but also alternate versions of some of the most popular Avengers ever.

EARTH'S MIGHTIEST SUPER HEROES

The Avengers got their start as a team in *Avengers #1*, which appeared in the summer of 1963, over 60 years ago. In it, Loki—then known as the God of Evil—accidentally causes the team to form to stop him while he plots to have his vengeance on his brother Thor. The words "EARTH'S MIGHTIEST SUPER-HEROES!" are emblazoned right across the cover, and the Avengers have done their best to live up to that billing ever since.

Many of the heroes who appeared in that first *Avengers* comic didn't have full comics of their own at the time. Thor had taken over *Journey into Mystery*, but he still didn't have a comic with his own name in the title. Iron Man occupied half of *Tales of Suspense*, and Ant-Man and the Wasp did the same with *Tales to Astonish*. But with all of them banded together, they could finally get the marquee treatment.

When Captain America showed up in *Avengers #4*, he hadn't been in a comic book for nearly ten years—and that 1954 version of the character was later revealed to not even have been the original hero, who'd been frozen in ice since 1945. Still, the Avengers quickly became one of the most popular super-hero teams around, which helped propel many of their members—particularly Captain America, Thor and Iron Man—to having their own self-titled series.

Once an Avenger

Even from the start, the Avengers' lineup has always been in flux. The Hulk didn't stick around for more than a few issues, and once Captain America joined the team, it didn't take long for the rest of the founding members to declare that they needed to concentrate on their own lives as well.

The Avengers' roster has seen constant change ever since. The team often depends on a core handful of heroes, but they keep the option open to call in former teammates for help whenever any crisis becomes too much for them to handle. As Captain America often says, "Once an Avenger, always an Avenger."

This continued unabated until 1996 when the Avengers helped defeat Onslaught—who apparently killed all of them, along with the Fantastic Four. Instead, the team wound up on an all-new Earth in a pocket dimension sealed away from the rest of the Marvel Multiverse.

They returned a year later and reintegrated into their old lives. This lasted until 2004, when the Scarlet Witch went mad and destroyed the team, killing a number of prominent members in the process.

Reassembled

Although the Avengers had decided to call it quits permanently, it didn't take much of an excuse—or all that long—for Iron Man and Captain America to form a new team including some of Marvel's most popular heroes, like Spider-Man and Wolverine. The team quickly grew to include extra titles and adventures.

Today, the Avengers are the most popular team of super heroes in the world, appearing in film, television, comics, cartoons, novels, video games and much more. They even have their own Avengers Campus section of Disneyland. It's no wonder why so many teams model themselves after them—or why so many players would like their heroes to be an Avenger too.

NARRATORS

Although any sort of player can make great use out of this book, Narrators can do even more with it. They can take all kinds of elements from it and weave them into their game in ways that feel seamless, like it was all part of the plan from the start.

Take It Easy

If you're a Narrator, this book gives you a gigantic box of new toys to play with, in terms of characters, settings and rules. If you're a rookie Narrator with new players, don't try to dump them all out onto your gaming table at once. There's a lot to absorb, and it's much easier to introduce in small doses.

Start with opening up the new profiles to the players to use as their heroes. See which ones they gravitate toward playing, and that can tell you a lot about what kind of game they want to play.

If your players prefer to make their own heroes, encourage them to use the new rules in Chapter 8 and explore how they best work together. Of course, you should do the same when coming up with characters of your own for them to work alongside or fight against.

An Avengers World

This is an Avengers-themed book, but that doesn't mean you must focus your game on the Avengers—or any other established team, for that matter. The players can create their own team of heroes if they like, or they can be part of a team with mixed origins and see how well that works for them.

If you wish, of course, you can take the plunge and make your game all Avengers all the time. The heroes can

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If you wish, of course, you can take the plunge and make your game all Avengers all the time. The heroes can

even move into Avengers Mansion, Avengers Tower or the Impossible City and become the premier Avengers team. How far you want to lean in that direction is entirely up to you, but it's always a good idea to chat with your players about what they'd like to see.

Avengers by Any Other Name

Even if your players don't want to have their heroes join an official Avengers team, there's still plenty of material in this book that you and they can use to help shape their team of heroes and to give them villains to face off against. Marvel comics are full of stories of teams of all kinds, and the rules in this book are designed to be useful for them all.

It could be that your players have formed a team of X-Men or Spider-Verse heroes (see the *X-Men Expansion* and the *Spider-Verse Expansion* for more details on those) or even a unique group of their own. There's no need for any of that to change. Instead, as the title of the game's biggest supplements implies, you can *expand* on it.

The new rules for headquarters can give your team a place to set up shop, and the new rules for iconic items can give them something they want to fight over—or at least try to keep out of the hands of villains. Speaking of villains, there are plenty of new ones to challenge the heroes. If Thanos from the *Core Rulebook* wasn't enough, for instance, we have the members of the Black Order to help bolster his power. Plus, if you want him to pursue the Infinity Stones and the Infinity Gauntlet again, we have details on those items as well.

The information about the Marvel world and how heroes work inside—or outside—the laws of it can spark endless adventures too. And if you want to set something in a non-mutant school instead, be sure to check out all the information on the new Avengers Academy. Just because there's a school with the Avengers name on it doesn't mean those young heroes are all Avengers-bound.

Your game can be as cozy or as epic as you want to make it. As we've said before, as long as you and everyone else in your game are having fun, you're doing it right.

Go and assemble!

Art by Jack Kirby

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COLEMAN
NORTEN
CRAMER

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NORTEN
CRAMER

2

THE AVENGERS

"And there came a day, a day unlike any other, when Earth's Mightiest Heroes found themselves united against a common threat. On that day, the Avengers were born—to fight the foes no single super hero could withstand!"

Earth's mightiest super heroes have been banding together for many years, but the concept of a team of super-powered beings who are bent on righting wrongs stretches back to the dawn of time—and to the end of it as well.

The concept that binds these various teams together is that there are some threats that even the most powerful heroes cannot meet on their own. At such times, they must band together to fight as a team against such dangers.

The first and greatest of such teams is the Avengers.

THE FIRST AVENGERS

While the modern Avengers, as we know them, began near the dawn of the Age of Heroes—which was ushered in when the Fantastic Four first gained their powers—the concept of a super-team goes much further back. The story of the original Avengers has mostly been lost to history, as it transpired around a million years ago, long before *Homo sapiens* had evolved on Earth.

The Prehistoric Avengers (as they are sometimes called) began with an early mutant known as Firehair. After the slaughter of her found family of mutants, the Phoenix Force bonded with her, transforming her into the first Phoenix on Earth.

Firehair later gathered a team of early heroes to her side, people she could trust to join with her against forces that threatened to doom the entire planet. Many of these were the first of their kind, iconic super heroes who would find their powers and their mission handed down to countless others through the ensuing millennia.

This included:

- **Agamotto**, the demigod son of the elder goddess Oshtur, who became the first Sorcerer Supreme (like the modern-day Doctor Strange) and later a member of the Vishanti, along with Oshtur and Hoggoth.
- **Mosi**, a member of the Panther Tribe of Wakanda, who became the original Black Panther after eating the heart-shaped herb and gaining the favor of the goddess Bast.
- **Ghost**, the sole survivor of a Wendigo attack against his tribe, who made a deal with Mephisto to become the host of a Spirit of Vengeance. Charging into battle atop a woolly mammoth, he became the first Ghost Rider.
- **Fan Fei**, a citizen of the exalted city of K'un-Lun who was sentenced to death for teaching cavemen martial arts. As the dragon Shou-Lao massacred her students, she stood up to the mighty beast and defeated it, gaining the power to make her hands like things of iron and turning her into the first Iron Fist.
- **Odin Borson**, the ruler of Asgard and future father of Thor Odinson.
- **Vnn**, a caveman who escaped with his lover Brrkk to the Garden of Eden until they fell into a cavern during a Deviant attack, killing Brrkk. In that cavern, Vnn discovered a strange mark on the remains of a long-dead Tyrannosaurus rex, and it transformed him into the first human Starbrand.

2

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From the Beginning

Four billion years in the past, a Celestial known as the Progenitor was traveling through space when a force of insectoid aliens known as the Horde attacked and entered it. The Progenitor succumbed to the infestation and fell to Earth at the North Pole. It died there, altering the land beneath it and triggering the evolutionary effects that would eventually cause the rise of superhumans on the planet.

Much later—about a million years ago—a Celestial named Zgreb came to investigate the Progenitor's fate and fell victim to the Horde as well. This transformed it into an insane Dark Celestial that threatened all life on the planet, but the Prehistoric Avengers were able to defeat the weakened creature and bury it beneath what would someday become South Africa.

The First Host of the Celestials arrived not long after to create the human versions of the Eternals and the Deviants. As powerful as they were, even the Prehistoric Avengers could not stand against them, but the First Host allowed them to live, perhaps as a defense against future infestations of the Horde.

The Avengers came together to defeat several other threats to the world, including a number from their far future, such as visitors from the modern era. They foiled all such plots, preserving the timeline that led to the Age of Heroes.

To the End

The Avengers broke up after one of their members—the Black Panther—was killed in their effort to save the world from Laufey (the king of the Frost Giants of Jotunheim, and later to be Loki's father) and Hyve (a queen from the Negative Zone). They remained apart until the day that Odin invited the others to his wedding to Firehair—an event that she was unaware of until that moment.

Firehair left in a fury at Odin, and the Avengers did not come together again until the goddess Gaea gave birth to Odin's son, Thor. At the moment of Thor's birth, Laufey arrived to kill the infant as an act of revenge for the Avengers foiling his destruction of the planet. The Frost Giant king managed to kill Thor with his sword, but Firehair revived him with her Phoenix flames.

Later, Agamotto assembled the Avengers one more time, although without Phoenix. To add to their ranks, at the request of Iron Fist, he brought in a caveman who, as the leader of the Cult of Khonshu, had become the moon god's First Fist, also known as the first Moon Knight. This time around, they stood with the present-day Avengers and helped them foil a plot by the Council of Red (an army of Mephisto variants) and their Multiversal Masters of Evil to destroy the entire Multiverse.

The 1,000,000 B.C. Avengers

- Agamotto
- Black Panther (Mosi)
- Ghost Rider (Ghost)
- Iron Fist (Fan Fei)
- Moon Knight
- Odin Borson
- Phoenix (Firehair)
- Starbrand (Vnn)

THE AVENGERS OF 1,000 A.D.

Over a million years later, Thor Odinson assembled his own team of Avengers in the tradition that his father had established. This included several other heroes who had followed in the footsteps of their own predecessors. They were:

- **Iya Nehanda**, the second ever queen of Wakanda, who was also the current Black Panther.
- A bison-mounted Native American who had bonded with a Spirit of Vengeance to become a **Ghost Rider**.
- **Bodolf the Black**, a Viking warrior who had gained super-powers by defeating a dragon and drinking its blood.
- **Gale**, an Atlantean princess who had become the bearer of the Iron Fist.
- Theodosia Szardos, a witch who bonded with the Phoenix Force when she was burned at the stake, transforming her into the **Phoenix Witch**.
- **Murkfoot**, a Sasquatch who served as the Sorcerer Supreme.

They fought many battles at each other's side all around the world. They notably clashed with Apocalypse during his time as a ruler in ancient Egypt, and they battled against Mephisto, who had taken the form of a gigantic wingless dragon.

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THE AVENGERS OF THE 1950S

Another group arose in the 1950s, led by Nick Fury Sr. under orders from President Eisenhower via General Hill, to bring escaped Nazis to justice. This "Avengers Initiative" became an early version not only of the modern-day Avengers but also of another group Fury would eventually lead: S.H.I.E.L.D. In that way, it forged the initial connection between the two organizations that was to last for many years after.

Some of these Avengers—including Dominic Fortune, Sergei Kravinoff and Victor Creed—worked for the U.S. government to acquire full pardons for crimes they'd previously committed. Others, like Fury, did so solely out of a sense of patriotism—or at least a desire to destroy any remaining Nazis.

Their first mission pitted them against an impostor Red Skull who had created a fake Captain America he planned to use to form a new army of Super-Soldiers. They put a stop to this by killing both of the impostors.

These Avengers disbanded after their success, but many of them later wound up working against Geoffrey Sydenham, a man who struck a bargain with Dormammu for sorcerous powers. Sydenham had recruited several super-powered

From the Beginning

Four billion years in the past, a Celestial known as the Progenitor was traveling through space when a force of insectoid aliens known as the Horde attacked and entered it. The Progenitor succumbed to the infestation and fell to Earth at the North Pole. It died there, altering the land beneath it and triggering the evolutionary effects that would eventually cause the rise of superhumans on the planet.

Much later—about a million years ago—a Celestial named Zgreb came to investigate the Progenitor's fate and fell victim to the Horde as well. This transformed it into an insane Dark Celestial that threatened all life on the planet, but the Prehistoric Avengers were able to defeat the weakened creature and bury it beneath what would someday become South Africa.

The First Host of the Celestials arrived not long after to create the human versions of the Eternals and the Deviants. As powerful as they were, even the Prehistoric Avengers could not stand against them, but the First Host allowed them to live, perhaps as a defense against future infestations of the Horde.

The Avengers came together to defeat several other threats to the world, including a number from their far future, such as visitors from the modern era. They foiled all such plots, preserving the timeline that led to the Age of Heroes.

To the End

The Avengers broke up after one of their members—the Black Panther—was killed in their effort to save the world from Laufey (the king of the Frost Giants of Jotunheim, and later to be Loki's father) and Hyve (a queen from the Negative Zone). They remained apart until the day that Odin invited the others to his wedding to Firehair—an event that she was unaware of until that moment.

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Art by Ed McGuinness, Mark Morales & David Curiel

Nazis to emerge from hiding to work for ICON, a secret U.S. intelligence force supposedly set up to help fight worldwide communism. As part of this, ICON had kidnapped the Wakandan prince T'Chaka, a future Black Panther. With the help of occult master Powell McTeague and the costumed spy known as the Blonde Phantom, the Avengers put an end to ICON and brought T'Chaka back home, strengthening the bond between Wakanda and the U.S.

The 1950s Avengers

- Blonde Phantom (Louise Grant)
- Dominic Fortune (Duvid Fortunov)
- Dum Dum Dugan
- Kraven the Hunter (Sergei Kravinoff)
- Namora (Aquaria Neptunia)
- Nick Fury Sr.
- Powell McTeague
- Sabretooth (Victor Creed)
- Silver Sable (Ernst Sablinov)
- Ulysses Bloodstone

THE MODERN AVENGERS

The Fantastic Four might have been the first super-hero group to form at the dawn of the Age of Heroes, but they have always been more of a family than a team. Mister Fantastic, the Invisible Woman, the Human Torch and the Thing joined together because of their previous connections, and they gained their powers at the same time by the same means.

By contrast, the Avengers are the first actual team of the Age of Heroes. The original members were all heroes on their own before they joined together—with the exception of Ant-Man and the Wasp, who were a duo—and the team was formed out of necessity to face a threat greater than any one of them could have hoped to manage on their own. This set the tone for the Avengers in its many incarnations, as well as for most super-hero teams that followed after.

The Birth of the Avengers

The Avengers first came together to deal with the threat of Loki, the Asgardian god of mischief, who was playing potentially deadly pranks on his brother Thor. Loki—who Odin had exiled to the Isle of Silence—used illusions to trick the Hulk (Bruce Banner) into destroying a train bridge, and though the Hulk managed to save the lives of everyone on board, this set off a hunt to find and stop him.

Rick Jones—who was then the Hulk's sidekick—was concerned for Banner and decided to radio the Fantastic Four for help, but Loki diverted the message to Thor to draw his brother out. At the same time, Ant-Man (Hank Pym), the Wasp (Janet Van Dyne) and Iron Man (Tony Stark) also heard and answered the cry for super-powered help. Thor realized that Loki had to be behind the illusions and journeyed to the Isle of Silence to confront him.

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At the same time, the other three super heroes set to tracking down the Hulk, who had disguised himself as Mechano, a super-strong robot working in a traveling circus. Not trusting the heroes when they found him, the Hulk escaped to an auto plant, but Iron Man, Ant-Man and the Wasp pursued him there too.

After capturing Loki, Thor hauled him to the auto plant to explain his treachery and clear the Hulk's name. Loki threatened to turn radioactive and kill them all, but Ant-Man and the Wasp trapped him in a lead-lined holding tank. With the threat ended, Ant-Man suggested to the others that they form a team. "If we combined forces, we could be almost unbeatable."

When the Hulk asked what the team would call itself, the Wasp suggested the Avengers, and the others instantly agreed to it.

The Original Avengers

- Ant-Man (Hank Pym)
- Hulk (Bruce Banner)
- Iron Man (Tony Stark)
- Thor Odinson
- Wasp (Janet Van Dyne)

Internal Conflicts Early On

Although the team featured Earth's Mightiest Heroes, their strong personalities often clashed. Eager to make himself stronger, Ant-Man figured out how to use his Pym Particles not just to shrink but to grow beyond his regular height, and he adopted a new identity as Giant-Man.

In an effort to provide stability for the nascent team, Iron Man—whose secret identity as Tony Stark was unknown to all at the time—had his "employer" offer his childhood home for the group's headquarters. The Avengers moved into Stark Mansion in midtown Manhattan, which came complete with a full-time butler, Edwin Jarvis, all paid for through the Maria Stark Foundation.

Enemies often took advantage of the Avengers' internal conflicts to sow discord, and it didn't take long for the Hulk to leave the team. Worried that he might become a serious threat, the others tried to track him down and discovered that he had struck a partnership with the Sub-Mariner (Namor), one that fell apart nearly as quickly as it had formed.

While trying to follow the Sub-Mariner into the North Atlantic, the Avengers discovered a body floating in a block of ice. They brought it into their submarine and realized that they had found the original Captain America (Steve Rogers), who had been missing since the end of World War II.

Soon after he was thawed out, Rogers joined the Avengers and quickly became the heart of the team. In fact, the others retroactively acknowledged him as one of the founding members, despite not having taken part in their first adventures together.

Captain America's revival also inspired the return of one of his greatest foes: Baron Heinrich Zemo. The Nazi scientist thought he had killed both Captain America and his sidekick Bucky Barnes at the end of World War II, and he was determined to finish the job. To do so, he assembled a team of his own, a collection of super villains known as the Masters of Evil.

In addition to straightforward attacks, the Masters of Evil planted a traitor in the Avengers' midst: Wonder Man, to whom Zemo had given amazing super-powers. When it came time to murder the captured Avengers, though, Wonder Man turned against the Masters of Evil and paid for it with his life—or so it seemed at the time.

During this period, the time-traveling Immortus—who was later revealed to be an aspect of Kang the Conqueror—also attacked the Avengers. Kang himself assaulted them not much later, initiating a string of conflicts that established him as one of the team's greatest foes.

Having seen how well Wonder Man had been able to infiltrate the Avengers, Kang built an android version of Spider-Man (Peter Parker) to join and later betray the group. But the real Spider-Man saw the fake, secretly followed the Avengers and saved them from his duplicate.

The Original Masters of Evil

- Baron Zemo (Heinrich Zemo)
- Black Knight (Nathan Garrett)
- Enchantress (Amora)
- Executioner (Skurge)
- Melter (Bruno Horgan)
- Radioactive Man (Chen Lu)

Cap Takes the Lead

It wasn't long until the remaining original Avengers decided to leave the team—at least for a while—and attend to the demands of their own lives instead. However, they didn't want to leave Captain America as the lone member of the team, so they recruited three new members, all of whom had previously been considered villains: Hawkeye (Clint Barton), Quicksilver and the Scarlet Witch.

Hawkeye had fought against Iron Man, but the archer explained that he had simply gotten involved with the wrong people—including the Black Widow (Natasha Romanoff), who was a Russian spy at the time. Similarly, Quicksilver and the Scarlet Witch had been part of the Brotherhood of Evil Mutants, but only because Magneto had forced them into it. All three of them saw this as their chance for redemption, and they were determined to make the most of it.

Despite that, the team reached a low point when the Enchantress and Power Man (Erik Josten) worked to turn public opinion against them, causing the mayor of New York City to declare the Avengers a public menace and order them to disband. The Avengers soon exposed the plot, but the team members continued to squabble among themselves.

Cap's Kooky Quartet*

- Captain America (Steve Rogers)
- Hawkeye (Clint Barton)
- Quicksilver (Pietro Maximoff)
- Scarlet Witch (Wanda Maximoff)

*EDITOR'S NOTE: THE PRESS DUBBED THIS TEAM CAP'S KOOKY QUARTET. AT LEAST THAT'S WHAT THEY SAID IN *AVENGERS #151*! --OVEREXPLAINING OVERTON

The Shuffling Lineup

Over time, Giant-Man—now calling himself Goliath—and the Wasp returned to the fold. Iron Man and Thor came back occasionally too, but they were often too busy with their own adventures to be full-timers. The Olympian known as Hercules joined the team for a while—after attacking them while under the influence of the Enchantress—but other responsibilities soon pulled him away as well.

At one point, Captain America decided to step away from the Avengers for a while, but before doing so, he nominated a replacement: the Black Panther (T'Challa). The Wakandan warrior arrived to find the rest of the team apparently dead at the hands of the Grim Reaper, the brother of Wonder Man, who blamed them for his sibling's death. After the Black Panther defeated the Grim Reaper and revived the fallen Avengers, the others admitted him to the team unanimously.

T'Challa's Team

- Black Panther (T'Challa)
- Goliath (Hank Pym)
- Hawkeye (Clint Barton)
- Wasp (Janet Van Dyne)

Not long after, the Avengers first encountered one of their deadliest foes—the Crimson Cowl, who was working with a new Masters of Evil team. When they finally unmasked the villainous mastermind, they discovered that their butler, Jarvis, had betrayed them. Even that, though, turned out to be a ruse, as Jarvis had been brainwashed by the android known as Ultron.

Ultron was a nearly indestructible robot built by Hank Pym, who immediately tried to destroy it once he realized it had evolved beyond its programming. Instead, Ultron defeated Pym and brainwashed him into forgetting about it as well. Ultron then created its own android from the body of the original Human Torch (early android Jim Hammond), using the brain patterns from Wonder Man to fashion the Vision. When the Vision revealed the treachery and turned against Ultron, the Avengers decided to admit him to the team as well.

This caused Hank Pym to have a mental breakdown, during which he developed a new persona and codename: the shrinking Yellowjacket. Since Pym had abandoned the Goliath identity, when the Black Widow was in danger and called on Hawkeye for help, Clint Barton put down his bow for a while and instead became the new Goliath.

The Team Grows

One of the Elders of the Universe—the Grandmaster—challenged Kang to the Game of the Galaxies. If Kang won, the Grandmaster would revive Kang's beloved, Ravonna, from her deathlike state. If the Grandmaster won, he would make it so that Earth had never even existed. Kang assembled the Avengers for his team, while the Grandmaster created a team of foes called the Squadron Sinister (based on the then-unknown Squadron Supreme from Earth-712). The Avengers triumphed with the help of the new Black Knight (Dane Whitman), who later joined their ranks as well.

Art by John Buscema & Richard Isanove

Squadron Sinister

- Doctor Spectrum (Kinji Obatu)
- Hyperion
- Nighthawk (Kyle Richmond)
- Whizzer (Jim Sanders)

When it appeared that Nick Fury Sr.—leader of S.H.I.E.L.D.—had been assassinated by Hydra, the Avengers found themselves at the mercy of Scorpio, the leader of a new team of Zodiac-themed villains who were out to take over the world. They soon discovered that this Scorpio was, in fact, Fury himself, who assumed the identity after he found out that the original Scorpio was his brother, Jake. Nick would later learn that this was actually an android copy of his brother, known as a Life-Model Decoy (LMD), but in the meantime, he used the Scorpio identity to flush out the other members of the Zodiac and stop their evil plans.

The Avengers battled against many other evil teams and organizations during this time, including the racist Sons of the Serpent and the Grim Reaper's new team, the Lethal Legion. The Avengers also clashed again with the Zodiac, now under the leadership of Taurus (Cornelius Van Lunt), who they defeated with the help of the Native American hero Red Wolf.

After battling Arkon the Magnificent on his homeworld of Polemachus, the Avengers tried to return home but found themselves in a possible future in which Earth had been destroyed. When they tried to return to their own time, they instead wound up on Earth-712, home of the Squadron Supreme. After an initial conflict with the heroic versions of the Squadron Sinister, the Avengers helped the Squadron Supreme prevent disaster from befalling their world, then finally returned to their own.

The Kree/Skrull War

Rick Jones had been instrumental in the origin of the Hulk (Bruce Banner) and the founding of the Avengers, and he'd even become a modern-day Bucky (Captain America's sidekick) for a while. He then became connected with the Kree warrior Captain Marvel (Mar-Vell) by means of a pair of Nega-Bands. By clashing these together, he swapped places with Captain Marvel, who had been trapped in the Negative Zone. The two could change places at will, but both wanted to live in their regular universe.

The Avengers helped release the pair from the Negative Zone, but soon after, the team found themselves embroiled in an interstellar war between the Kree and the shape-shifting Skrulls, who had come to Earth to ruin the Avengers' reputation. At the same time, Ronan the Accuser mounted a revolt against the Kree leader, the Supreme Intelligence, a computerized amalgamation of the greatest minds in Kree history.

The Avengers managed to stop the Skrull attempt to destroy Earth and then—with a temporarily super-powered Rick Jones—put down Ronan's rebellion, establishing a precarious peace.

The Illuminati

Frightened that Earth had been put at risk in a galactic conflict, Iron Man established a secret group of the smartest and most powerful heroes he could find and (hopefully) trust. This included Black Bolt (leader of the Inhumans), Doctor Strange (the Sorcerer Supreme), Mister Fantastic (leader of the Fantastic Four), Professor X (mutant leader), Namor (king of Atlantis) and, of course, Stark himself.

He called them the Illuminati. They worked behind the scenes to trade knowledge and coordinate efforts to save Earth from countless threats, right up till the moment of their greatest failure: the end of the Seventh Cosmos.

The Illuminati

- Black Bolt (Blackagar Boltagon)
- Doctor Strange (Stephen Strange)
- Iron Man (Tony Stark)
- Mister Fantastic (Reed Richards)
- Professor X (Charles Xavier)
- Sub-Mariner (Namor McKenzie)

The Defenders

Meanwhile, due to the efforts of Loki and Dormammu, the Avengers wound up in direct conflict with one of the other most powerful super-hero teams of the time: the Defenders. This early version of the Defenders featured two members of the Illuminati—Doctor Strange and the Sub-Mariner—plus one of the founding members of the Avengers: the Hulk (Bruce Banner). The Silver Surfer and Valkyrie (Brunnhilde) rounded out the team.

By this time, the Avengers had long since become a formal organization, with bylaws, elections of the chair and even paychecks and housing provided for some members. In contrast, the Defenders had almost no organization at all, which suited their members far better. Hawkeye (Clint Barton) actually switched teams for a short while.

At the height of the conflict, the two teams realized that they had been tricked into fighting each other and joined forces. Still, they failed to prevent Dormammu from launching an invasion from his Dark Dimension, and only Loki's betrayal of Dormammu saved Earth.

The Original Defenders

- Doctor Strange (Stephen Strange)
- Hulk (Bruce Banner)
- Silver Surfer (Norrin Radd)
- Sub-Mariner (Namor McKenzie)
- Valkyrie (Brunnhilde)

Enter Thanos

The Avengers had their first confrontation with Thanos when the Mad Titan, who their ally Captain Marvel had been tracking down and battling with the help of Drax the Destroyer, managed to get his hands on a Cosmic Cube developed by A.I.M. and used it to make himself and his invasion fleet all-powerful. On top of that, he moved the Avengers into a different time phase (essentially another Earth), from which they could not attack him.

Believing he had drained the Cosmic Cube of all its power, Thanos discarded it. Mantis—who had recently joined the

Avengers, alongside the Swordsman (Jacques Duquesne)—managed to reach Mar-Vell and explain the Avengers' predicament. With her help, Mar-Vell realized that the cube still retained some power, and he used it to put an end to Thanos' plans and restore the universe to its normal state.

Three Weddings and a Birth

Quicksilver had met and fallen in love with the Inhuman princess Crystal, and when the two decided to get married, they invited the Avengers to join them for the event, along with the Fantastic Four. During the ceremony, Black Bolt's brother, Maximus, led a coup attempt with the help of a robot that turned out to be a new incarnation of Ultron. After the heroes triumphed, Agatha Harkness—who had been working as a nanny for the Fantastic Four—went with the Avengers to begin training the Scarlet Witch in the use of actual magic rather than simply relying on her mutant powers.

Meanwhile, Wonder Man returned from the dead, raised by Black Talon at the urging of Wonder Man's brother, the Grim Reaper. It turned out that he had simply been in a coma since his apparent death and was now nearly unkillable. With his strengthened powers, he became a fantastic asset for the Avengers. This caused some tension with the Vision, whose mind had been patterned on Wonder Man's, but they managed to make peace with it.

When a star appeared over Avengers Mansion, Kang arrived and announced that it heralded that the Celestial Madonna was ready for a mate. He captured the Avengers and tried to identify the promised woman, who turned out to be Mantis. When another version of Kang—Rama-Tut—foiled his plan, Kang tried to kill Mantis, but the Swordsman sacrificed himself to save her life.

The Priests of Pama were a Vietnam-based sect of religious Kree who had preserved the plant-based aliens known as the Cotati from being driven extinct. The Priests raised Mantis to be the Celestial Madonna, then wiped her memory of it. They laid the Swordsman to rest in a garden where an elder Cotati—in the form of a tree—possessed his body, bringing it back to a semblance of life. Understanding her destiny, Mantis agreed to marry the Cotati Swordsman.

Around the same time, the Scarlet Witch and the Vision decided to get married as well. They did so in a double ceremony alongside Mantis and the Cotati Swordsman. None other than Immortus officiated the event, as he had once again saved Mantis from Kang by tricking Kang into abducting a Space Phantom masquerading as Mantis instead. After Mantis bore a son named Quoi (Sequoia), the Cotati took him away to raise him to meet his destiny—which would eventually involve the Avengers again.

Desiring a wife of his own, Ultron built one, patterning her brain on that of the Wasp (Janet Van Dyne). Instead of allying with him against the Avengers, though, she betrayed him and became a valued member of the team under the name Jocasta.

Korvac

The Avengers had many adventures through time, including one that brought the Two-Gun Kid from the American Old West era to the modern day, albeit temporarily. These incidents often involved Kang trying to undermine the Avengers while his older self, Immortus, aided them.

They also wound up traveling to Earth-712, where they helped free the Squadron Supreme—along with many other prominent leaders—from the influence of the Serpent Crown. The crown was a tool of the elder god Set, who used it to promise mortals incredible power and take control of them as well.

One of the greatest challenges the Avengers faced, though, came from a possible future known as Earth-691, when the first version of the Guardians of the Galaxy that they had met arrived in the present day. These Guardians—sometimes known as the 31st-Century Avengers—had traveled to their past to stop a plot of their cyborg foe, Korvac.

One of the Guardians—Vance Astro—had come from their era, and Korvac planned to kill the younger version of him so that Astro would be unable to plague him in the future. Korvac managed to enter Galactus' starship, the *Taa II*, and absorb the Power Cosmic, giving him almost unlimited power.

Knowing of this plot, the Collector tried to prevent Korvac from winning by capturing the Avengers and adding them to his collection, ostensibly to keep them safe. He also sent his daughter, Carina Tivan, to seduce Korvac, but she wound up falling in love with him instead. After Hawkeye (Clint Barton) saved the other Avengers, Korvac killed the Collector before he could reveal where the man was hiding.

The Avengers and the Guardians tracked down Korvac and confronted him, and he attacked them, killing several of them. Their efforts weakened him, though, and Korvac reached to Carina for support, but seeing the carnage, she hesitated. Unable to live without her love, he used his power to bring those he killed back to life—at the same moment that he ended his own. Moments later, she also took her own life.

The Original Guardians of the Galaxy

- Charlie-27 (of Jupiter)
- Martinex (Martinex T'Naga of Pluto)
- Nikki (Nicholette Gold of Mercury)
- Starhawk (Stakar and Aleta Ogord of Arcturus IV)
- Vance Astro (from Earth)
- Yondu (Yondu Udonta of Centauri-IV)

Growth Issues

The lineup of the Avengers changed constantly. Some members had pressing business or family obligations that drew them away. Others seemed to have no home outside the team.

The Oversized Avengers

- Beast (Hank McCoy)
- Captain America (Steve Rogers)
- Hawkeye (Clint Barton)
- Iron Man (Tony Stark)
- Jocasta
- Ms. Marvel (Carol Danvers)
- Scarlet Witch (Wanda Maximoff)
- Thor Odinson
- Vision
- Wasp (Janet Van Dyne)
- Wonder Man (Simon Williams)
- Yellowjacket (Hank Pym)

The impact the team had on the world drew the attention of the U.S. government, which insisted on having some oversight of the group. The National Security Council chose Henry Peter Gyrich as their liaison. He immediately threatened to revoke the team's national security clearances if they did not fall in line.

Gyrich often insisted on limiting the Avengers to only six members. Eventually, he moved on to other concerns, including keeping watch on the growing number of mutants in the nation.

Sometime later, the all-powerful Beyonder transported most of the Avengers to a planet he had constructed called Battleworld, where they and other heroes were to fight villains for the chance to make their wishes come true. While they were gone, the Vision took over the leadership of the Avengers on Earth, and once the heroes were reunited, he suggested they form a second team to cover more of America. This led directly to the founding of the West Coast Avengers.

While leading the Avengers, the Vision decided the only way to make peace was to take over the planet's computer systems. The rest of the team convinced him to end this threat, but the incident cost them their security clearances—at least until they were needed for the next major crisis. During this period, the Avengers' Quinjets—their main means of transportation—were grounded, making moving around the world much harder.

To work around this, the Avengers opened a new base on a floating island off the coast of New York. After an attack from the Masters of Evil damaged Avengers Mansion, they moved their headquarters there entirely, and it came to be known as Avengers Island. After robots sent by Doctor Doom sank it, the team relocated to an underground base beneath the spot where the mansion had stood, now known as Avengers Park.

Treachery from Within

The Avengers lineup kept shifting, often crossing over with those of other teams like the Defenders, the X-Men, the original Champions and the Fantastic Four. The team also featured members like Tigra (Greer Nelson), Mockingbird (Bobbi Morse), She-Hulk (Jennifer Walters), Black Knight (Dane Whitman), Captain Marvel (Monica Rambeau), Doctor Druid (Anthony Druid), Starfox (Eros), Spider-Woman (Julia Carpenter) and more.

The Avengers were charged with treason, and Freedom Force—a government-sponsored team of mutants—was sent to bring them in. The Avengers learned that one of their own had framed them, but with so many current and former members, it took time to determine who had set them up. It turned out to be Quicksilver, who went so far as to work with the Zodiac against them.

Doctor Druid also turned out to be a traitor, manipulated by Kang's love, Ravonna Renslayer, in her guise as Kang-Nebula, a version of the space pirate Nebula who had become a member of the interdimensional Council of Kangs. He undermined the leadership of Captain Marvel (Monica Rambeau) until she was injured in battle and then wormed his way into becoming the leader of the Avengers himself and admitting Kang-Nebula into the team. In the end, other Avengers triumphed over the takeover, and Druid and Ravonna wound up lost in time.

This nearly destroyed the Avengers, but Captain America (known only as the Captain at the time) reassembled the team around a core of six members. However, he informed the others that all past members in good standing would now be considered reserve members who could be called up as needed.

Art by Alex Ross

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- Black Panther (T'Challa)
- Captain America (Steve Rogers)
- Gilgamesh
- Quasar (Wendell Vaughn)
- She-Hulk (Jennifer Walters)
- Thor Odinson

New members continued to be added to both the active and the reserve teams, including heroes like Sersi, Stingray and Rage.

Frustrated with the oversight the U.S. government insisted on having over them, the Avengers went to the United Nations and were declared a global team of super heroes instead. As part of that, they began building a new headquarters known as the Avengers Complex.

The Infinity Gauntlet and Beyond

In one of their greatest conflicts, the Avengers once again stood against Thanos as he attempted to win the favor of his greatest love: Death. To that end, he assembled the Infinity Gems and inserted them into the Infinity Gauntlet, giving him ultimate power over reality. As an offering to Death, Thanos eliminated half of the sentient life in the universe with a single snap of his fingers.

An army of the remaining super heroes, led by the Avengers, went to confront Thanos, but he destroyed every one of them except for Captain America. Thanos then defeated many of the universe's abstract entities and stepped into the gap that Infinity left behind. While he was distracted, Nebula stole the Infinity Gauntlet from him and undid everything Thanos had done. In the aftermath, Adam Warlock was able to take the gauntlet, and he vowed to keep it and all of the Infinity Gems safe.

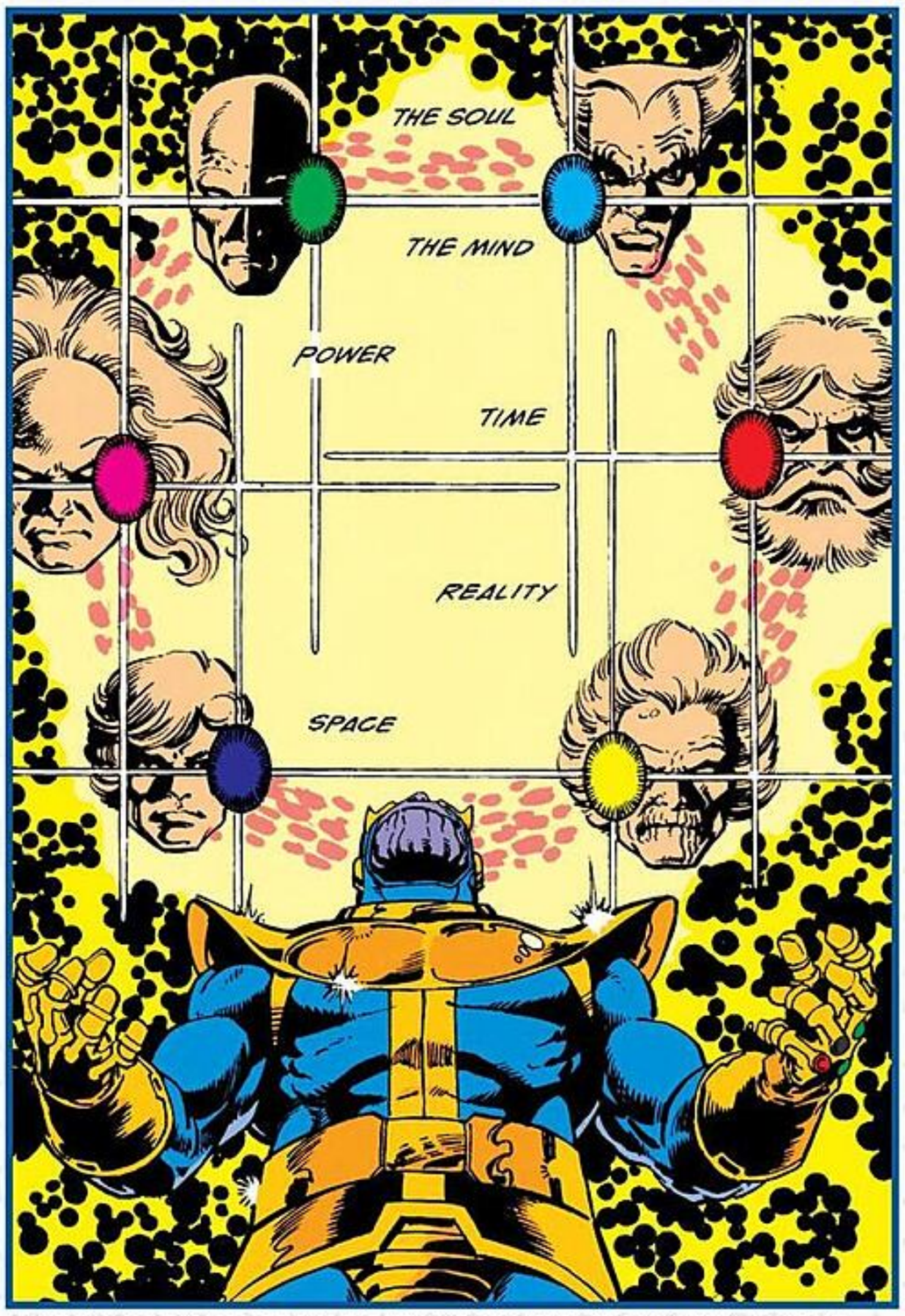
The Avengers later became involved in the interstellar Kree/Shi'ar War, which was affecting the stability of the sun. In the end, the Avengers failed to stop a Nega-Bomb from destroying the Kree Empire, which turned out to be part of a plot by the Supreme Intelligence, who hoped to rekindle the genetic potential in the remaining Kree. Over Captain America's objections and under Iron Man's guidance, the Black Knight executed the Supreme Intelligence for this horrific crime. Captain America quit the Avengers in protest, and the Black Widow took over as the team's leader.

Iron Man later went insane (under the sway of Immortus) and helped Kang and Mantis orchestrate the downfall of the Avengers. At the last moment—after meeting a teenage version of himself from Earth-96020—he redeemed himself, giving his life to put an end to the plan. The younger version then took his place.

Heroes Reborn

The Avengers joined the X-Men and the Fantastic Four—and even Doctor Doom—in the effort to stop the threat of Onslaught, a villain constructed from the psionic trauma of both Professor X and Magneto. Although they defeated Onslaught, it seemed to be at the cost of the Avengers' and the Fantastic Four's lives.

In actuality, Franklin Richards—the young son of Mister Fantastic and the Invisible Woman—had subconsciously used



Art by George Pérez, Josef Rubinstein, Tom Christopher & Christie Scheele

his reality-bending powers to construct a parallel Earth in a pocket universe, one in which the fallen heroes could start over again in new lives.

On this Counter-Earth, S.H.I.E.L.D. had first assembled the Avengers, and they were headquartered on Avengers Island. On their first mission, Captain America, Hawkeye, Hellcat, Scarlet Witch, Swordsman and Vision traveled to Norway, where they found Thor in a block of ice and freed him. Loki convinced Thor that the heroes were his foes, and Thor attacked them—until he found Mjolnir and he realized that Loki had tricked him once again.

Eventually, Iron Man, Ant-Man and Wasp joined the team. Later, another Thor—the original one—arrived and joined the Avengers, taking the place of the first one, who was not the Thor from Earth-616 but a new one who Franklin Richards had created along with much of the rest of the world.

The Avengers might still be in this pocket universe to this day but for the intervention of Ashema, a Celestial who took human form to let Richards know that the new world he'd created had to come to an end so that he and the people he'd brought with him—and saved—could go home. In the end, though, she was so taken with Counter-Earth that when Richards and the others returned to Earth-616, she saved the new planet by storing it inside her consciousness.

When the heroes—and Doctor Doom—returned, their Counter-Earth memories and forms merged with their old versions into something new. The sharpest example of this was Iron Man, who had been a teenager from another

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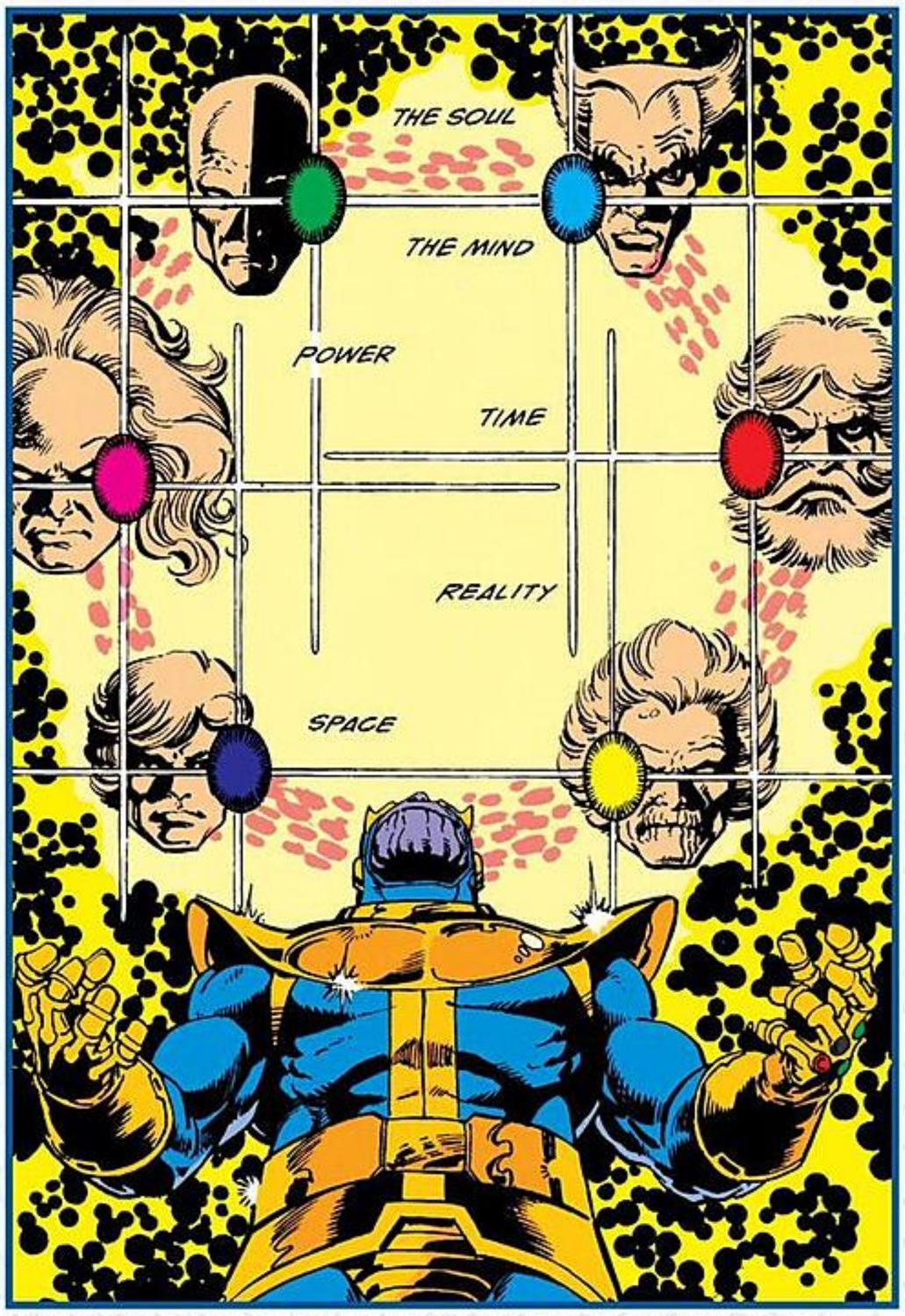

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- Hellcat (Patsy Walker)
- Iron Man (Tony Stark)
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- Swordsman
- Thor (Thor Odinson)
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Richards later created a second Counter-Earth when Onslaught returned, after the events of M-Day.* The Avengers in this version were similar to the ones in the original Counter-Earth, but Richards had created them all from whole cloth. One major difference with this team was that Hawkeye was not Clint Barton but instead Logan (usually Wolverine).

Heroes Return

After the heroes returned to Earth-616 proper, they put out a call for help from every Avenger ever to face a new threat from Morgan Le Fay. She had destroyed Asgard and stolen the Twilight Sword and the Norn Stones, which she then used to warp the entire world into a medieval version (Earth-398) in which the enchanted and transformed heroes served her as their queen. The heroes eventually broke free from her influence and put a stop to Le Fay's machinations with the help of a lost hero summoned by the Scarlet Witch: the formerly missing Wonder Man.

While the missing heroes were gone and considered dead, Baron Helmut Zemo (son of the original villain) had taken the latest version of the Masters of Evil and had them pose as a new team of heroes known as the Thunderbolts. After the heroes returned from Counter-Earth, he decided to expose the Thunderbolts as villains and execute his plan to mentally dominate the entire world, including the heroes, but his teammates rebelled against him. With the help of Iron Man—who managed to resist Zemo's domination—the remaining Thunderbolts ended the baron's plans.

In the aftermath, the Avengers reunited at their rebuilt mansion and trimmed the team back down to a manageable level. This included several longtime members, plus Carol Danvers (who changed her codename to Warbird after losing the powers she had under the codename Binary) and two reserve Avengers-in-training: Justice and Firestar.

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The Reassembled Avengers

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Not long after, in what came to be known as the Destiny War, Immortus tried to have Rick Jones killed to keep him from using the Destiny Force, a power latent in humanity that Jones had used during the Kree/Skrull War. Kang and a revived Supreme Intelligence saved Jones, who then used his activated power to assemble a team of Avengers from both the future and the past to stop Immortus. With the help of Kang and Libra (Gustav Brandt, of the Zodiac), these multiversal Avengers learned that Immortus was working for the Time-Keepers, a group created by the last member of the Time Variance Authority at the end of time to protect the timeline with a device called the Forever Crystal. If Jones lived, humanity would eventually take over the universe—and the Time-Keepers would be forced to destroy the Earth to prevent that.

Kang and Jones' Avengers eventually prevailed. Captain America smashed the Forever Crystal to keep it from being abused. In the process, Kang and Immortus—who were separate instances in life of the same person—had their timelines unlinked from each other, making them separate individuals.

The Destiny War Avengers

- Captain America (Steve Rogers, from just before he became known as Nomad)
- Captain Marvel (Genis-Vell, from the possible future of Earth-98120)
- Giant-Man (Hank Pym, from the present)
- Hawkeye (Clint Barton, from just after the Kree/Skrull War)
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The Kang Dynasty

Kang returned, determined to rule the 21st century, ostensibly to save it from other possible futures that he deemed would be worse. With his son, the Scarlet Centurion (Marcus Kang), he launched a worldwide invasion, promising any allies who conquered places in his name a position of power under his rule. After splitting the forces opposing him and defeating the Avengers who attacked his sword-shaped spaceship, *Damocles Base*, Kang launched an all-out assault on Washington, DC,

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with a force of reprogrammed Sentinels and energy beams fired from orbit. In the aftermath, the Wasp signed articles of surrender, turning Earth over to Kang.

With most of the world's heroes imprisoned in camps, the remaining Avengers returned from space to rally the worldwide resistance against Kang, forcing him to retreat back to *Damocles Base*. The relatively new Avenger known as Triathlon (Delroy Garrett Jr.) had recently helped the team defeat the secretive Triune Understanding organization for which he had worked. Using the new powers gained during that victory, he bestowed part of them on Captain America to allow him to confront Kang in single combat while they were both holo-projected as giants outside *Damocles Station*. In the end, the Avengers triumphed.

While the world rebuilt, the United Nations acknowledged the Avengers as a world power and granted them status equal to that of any nation. Avengers Mansion was declared an Avengers Embassy, their own sovereign land. The team continued to have problems both without and within, including the new duty of international diplomacy they needed to contend with. However, it was about to get much worse.

Avengers Disassembled

A series of disasters resulting in the deaths of Ant-Man (Scott Lang), Hawkeye (Clint Barton) and the Vision, as well as the destruction of Avengers Mansion, brought the team to its lowest point. The United Nations rescinded its recognition of the Avengers as a sovereign entity, and Iron Man (Tony Stark) lost his position as the U.S. secretary of defense. All of this turned out to be due to the Scarlet Witch having a breakdown as she began to recall previously erased memories of the loss of her infant twin sons (Billy and Tommy).

After Doctor Strange helped the Avengers subdue the Scarlet Witch, the team disassembled, apparently for good.

THE NEW AVENGERS

The Avengers, of course, didn't stay gone for long.

The Reassembly

A breakout at the Raft—a S.H.I.E.L.D.-run maximum-security prison for super-powered criminals, located in the East River, between Queens and the Bronx—brought a new group of heroes running to help. Although the heroes put down the ensuing riot, 42 super villains escaped, and someone needed to track them down and bring them back. Captain America suggested forming a team of new Avengers to do just that, and Iron Man reluctantly agreed.

All of the heroes who helped with the breakout on the Raft agreed to join the team, with the sole exception of Daredevil (Matt Murdock). The new team worked under an entirely different arrangement than the old one. They had no charter and no bylaws, and they operated without government oversight, much in the same way the original Avengers had when they first formed. They had no official headquarters, although Iron Man offered the top three floors (91 through 93) of his skyscraper, Stark Tower, as their base.

When informed about the new team, S.H.I.E.L.D. director Maria Hill objected to its formation, but Captain America pointed out that he had "Full Champion License," which gave him the ability to form a team of any kind at any time. It wasn't long before they brought in Wolverine (Logan), Ronin (Maya Lopez, later known as Echo) and a hero who had been voluntarily imprisoned on the Raft: the Sentry.

The Sentry's own headquarters—the twenty-story-tall Watchtower—appeared atop Stark Tower. It had been there the entire time, but when the Sentry had used his powers to make the world forget about him, the Watchtower had disappeared with him.

Unknown to the others, Spider-Woman had come to the group with several secrets. Hydra had installed her as a spy inside S.H.I.E.L.D. (making her their double agent), but she actually had gone to work for former director Nick Fury Sr. to feed Hydra bad information (making her his triple agent). On top of that, the Skrull Queen Veranke had taken her place as part of preparations for the upcoming secret invasion of Earth.

The New Avengers

- Captain America (Steve Rogers)
- Iron Man (Tony Stark)
- Luke Cage
- Ronin (Maya Lopez)
- Sentry (Bob Reynolds)
- Spider-Man (Peter Parker)
- Spider-Woman (Jessica Drew/Veranke)
- Wolverine (Logan)

House of M

While Magneto and Professor X tried to help rebuild the Scarlet Witch's mind, her brother, Quicksilver, feared that they might decide to kill her if they failed. He urged her to use her reality-warping powers to alter the world, changing it so that mutants were in charge and had been for years. The leadership—which was based in Genosha—was known as the House of M after its ruler, Magneto.

As part of the world's transformation from Earth-616 into Earth-58163, many people were granted their deepest desires. For Wolverine, this meant getting his memories back. This included the fact that the world he was living in now wasn't the right one. With the help of a young mutant named Layla Miller—who could restore lost memories to people—Wolverine assembled a team to figure out what had happened and put a stop to it.

Once the Scarlet Witch realized what had happened, she blamed Magneto for warping his children and all other mutants, and she whispered the words "No more mutants." The world warped back into being Earth-616, with the exception that most mutants had lost their powers. Only the heroes who had their memories restored before the change back remembered anything at all about what actually happened.

All the energy of the removed mutants' powers wound up in a single person—Michael Pointer, known then as the Collective—who unintentionally killed many people, including everyone in the town of North Pole, Alaska, and the entirety of the Canadian super-team Alpha Flight. The Collective wound up on Genosha, trying to give the energy to Magneto, who refused it. The Avengers managed to separate the energy from him, trap it and then toss it into the sun.

with a force of reprogrammed Sentinels and energy beams fired from orbit. In the aftermath, the Wasp signed articles of surrender, turning Earth over to Kang.

With most of the world's heroes imprisoned in camps, the remaining Avengers returned from space to rally the worldwide resistance against Kang, forcing him to retreat back to *Damocles Base*. The relatively new Avenger known as Triathlon (Delroy Garrett Jr.) had recently helped the team defeat the secretive Triune Understanding organization for which he had worked. Using the new powers gained during that victory, he bestowed part of them on Captain America to allow him to confront Kang in single combat while they were both holo-projected as giants outside *Damocles Station*. In the end, the Avengers triumphed.

While the world rebuilt, the United Nations acknowledged the Avengers as a world power and granted them status equal to that of any nation. Avengers Mansion was declared an Avengers Embassy, their own sovereign land. The team continued to have problems both without and within, including the new duty of international diplomacy they needed to contend with. However, it was about to get much worse.

Avengers Disassembled

A series of disasters resulting in the deaths of Ant-Man (Scott Lang), Hawkeye (Clint Barton) and the Vision, as well as the destruction of Avengers Mansion, brought the team to its lowest point. The United Nations rescinded its recognition of the Avengers as a sovereign entity, and Iron Man (Tony Stark) lost his position as the U.S. secretary of defense. All of this turned out to be due to the Scarlet Witch having a breakdown as she began to recall previously erased memories of the loss of her infant twin sons (Billy and Tommy).

After Doctor Strange helped the Avengers subdue the Scarlet Witch, the team disassembled, apparently for good.

THE NEW AVENGERS

The Avengers, of course, didn't stay gone for long.

The Reassembly

A breakout at the Raft—a S.H.I.E.L.D.-run maximum-security prison for super-powered criminals, located in the East River, between Queens and the Bronx—brought a new group of heroes running to help. Although the heroes put down the ensuing riot, 42 super villains escaped, and someone needed to track them down and bring them back. Captain America suggested forming a team of new Avengers to do just that, and Iron Man reluctantly agreed.

All of the heroes who helped with the breakout on the Raft agreed to join the team, with the sole exception of Daredevil (Matt Murdock). The new team worked under an entirely different arrangement than the old one. They had no charter and no bylaws, and they operated without government oversight, much in the same way the original Avengers had when they first formed. They had no official headquarters, although Iron Man offered the top three floors (91 through 93) of his skyscraper, Stark Tower, as their base.

When informed about the new team, S.H.I.E.L.D. director Maria Hill objected to its formation, but Captain America pointed out that he had "Full Champion License," which gave him the ability to form a team of any kind at any time. It wasn't long before they brought in Wolverine (Logan), Ronin (Maya Lopez, later known as Echo) and a hero who had been voluntarily imprisoned on the Raft: the Sentry.

The Sentry's own headquarters—the twenty-story-tall Watchtower—appeared atop Stark Tower. It had been there the entire time, but when the Sentry had used his powers to make the world forget about him, the Watchtower had disappeared with him.

Unknown to the others, Spider-Woman had come to the group with several secrets. Hydra had installed her as a spy inside S.H.I.E.L.D. (making her their double agent), but she actually had gone to work for former director Nick Fury Sr. to feed Hydra bad information (making her his triple agent). On top of that, the Skrull Queen Veranke had taken her place as part of preparations for the upcoming secret invasion of Earth.

The New Avengers

- Captain America (Steve Rogers)
- Iron Man (Tony Stark)
- Luke Cage
- Ronin (Maya Lopez)
- Sentry (Bob Reynolds)
- Spider-Man (Peter Parker)
- Spider-Woman (Jessica Drew/Veranke)
- Wolverine (Logan)

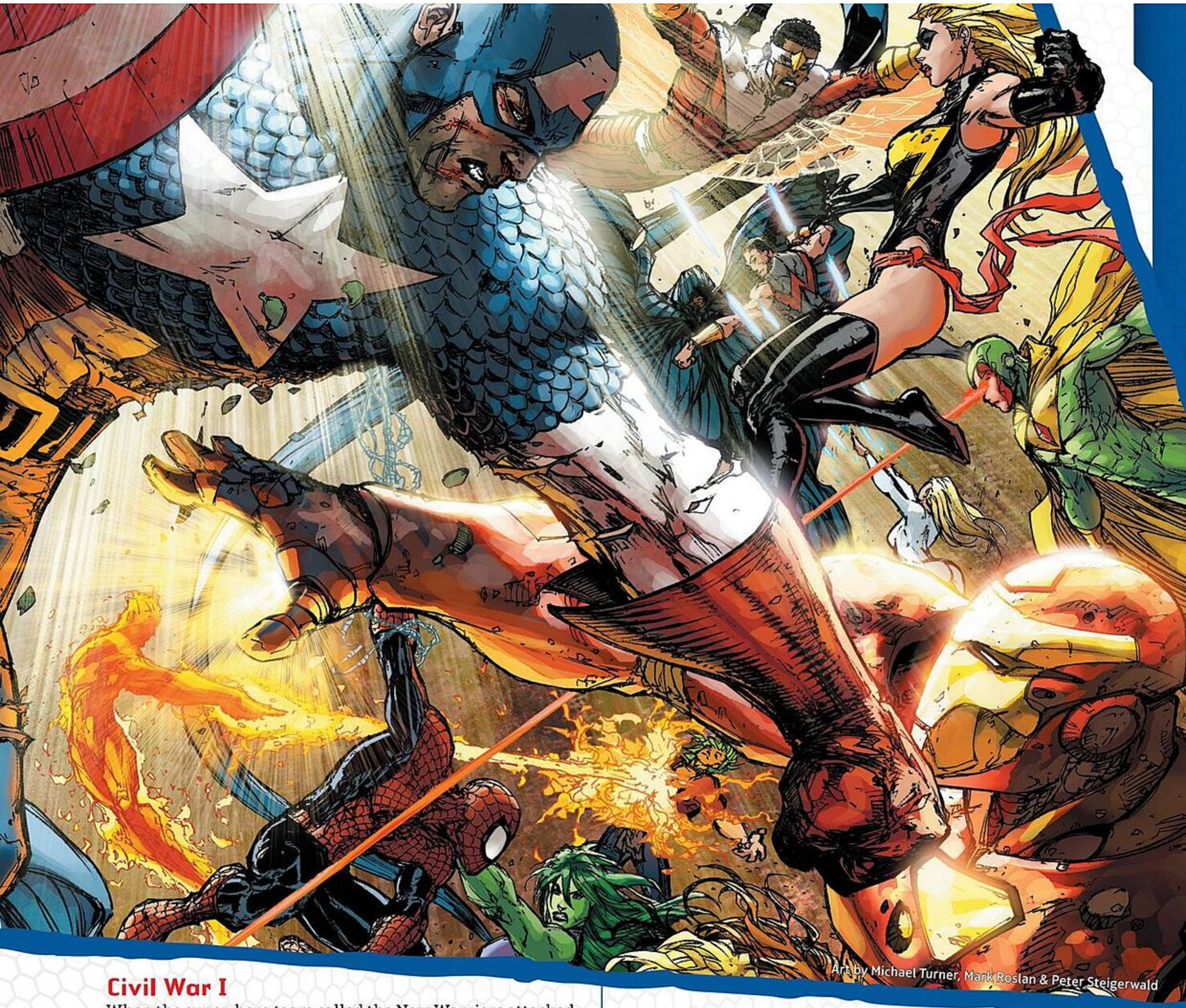
House of M

While Magneto and Professor X tried to help rebuild the Scarlet Witch's mind, her brother, Quicksilver, feared that they might decide to kill her if they failed. He urged her to use her reality-warping powers to alter the world, changing it so that mutants were in charge and had been for years. The leadership—which was based in Genosha—was known as the House of M after its ruler, Magneto.

As part of the world's transformation from Earth-616 into Earth-58163, many people were granted their deepest desires. For Wolverine, this meant getting his memories back. This included the fact that the world he was living in now wasn't the right one. With the help of a young mutant named Layla Miller—who could restore lost memories to people—Wolverine assembled a team to figure out what had happened and put a stop to it.

Once the Scarlet Witch realized what had happened, she blamed Magneto for warping his children and all other mutants, and she whispered the words "No more mutants." The world warped back into being Earth-616, with the exception that most mutants had lost their powers. Only the heroes who had their memories restored before the change back remembered anything at all about what actually happened.

All the energy of the removed mutants' powers wound up in a single person—Michael Pointer, known then as the Collective—who unintentionally killed many people, including everyone in the town of North Pole, Alaska, and the entirety of the Canadian super-team Alpha Flight. The Collective wound up on Genosha, trying to give the energy to Magneto, who refused it. The Avengers managed to separate the energy from him, trap it and then toss it into the sun.



Art by Michael Turner, Mark Roslan & Peter Steigerwald

Civil War I

When the super-hero team called the New Warriors attacked a group of super villains in Stamford, Connecticut, one of the villains—Nitro—used his powers to explode, killing several hundred people, including children and most of the heroes. Shocked at this horror, the U.S. government passed the Superhuman Registration Act, a law that required all super-powered people to register with the government, including revealing their secret identity if they had one. In addition, those who registered would be monitored and offered training for their powers so they could be approved to use them, ideally in the service of the nation.

The arguments over this new law divided the Avengers and turned them against each other. Iron Man sided with the government, telling the heroes that they had no choice. Most of the Illuminati sided with him, including Mister Fantastic and Yellowjacket (Hank Pym). Captain America stood against the law, calling it an unjust infringement on people's freedom, giving the government nearly unfettered control over them, something that politicians were sure to use for their personal benefit.

When Captain America refused to comply with the new law, S.H.I.E.L.D. attempted to arrest him, but he escaped and set up a rebel team of resisters often called the Secret Avengers. This team worked entirely outside the law, still striving to do good while remaining beyond the reach of the government.

As the leader of the compliant Avengers, Iron Man encouraged them all to register immediately. This included Spider-Man, who revealed his identity at a live news conference. After a clone of Thor known as Ragnarok—grown from a strand of hair Thor had left behind at the first Avengers meeting—killed Goliath (Bill Foster), Spider-Man came to regret this decision and abandoned Iron Man's team to join the Secret Avengers.

The ongoing argument divided not only heroes but villains. Some criminals registered with the government to become sanctioned, while others took up with the rebels. The Young Avengers all sided with Captain America, while the Fantastic Four split down the middle. The teams on each side claimed the name of the Avengers, no matter who was with them or what they backed.

The final battle started in Prison 42, located in the Negative Zone and designed to house superhuman detainees. Captain America's team came to break the prisoners out, knowing that they were walking into a trap that Iron Man and his team had set. The fight moved to the street in front of the Baxter Building and raged on until Captain America realized they were putting innocents in danger, at which point he surrendered to the government-backed team.

He was shot and killed while being brought to court for his arraignment.

The Initiative

After Captain America surrendered, Iron Man was made the director of S.H.I.E.L.D. and put in charge of the Fifty-State Initiative, a program designed to assign a sanctioned and dedicated super-hero team to every state of America. The official Avengers—led by Iron Man and Ms. Marvel (Carol Danvers)—became the New York team, sometimes known as the Mighty Avengers, while Luke Cage led a team of outlaw Avengers who were still on the run.

The Mighty Avengers

- Ares
- Black Widow (Natasha Romanoff)
- Iron Man (Tony Stark)
- Ms. Marvel (Carol Danvers)
- Sentry (Bob Reynolds)
- Wasp (Janet Van Dyne)
- Wonder Man (Simon Williams)

The Secret Avengers

- Doctor Strange (Stephen Strange)
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- Wolverine (Logan)

As part of the Fifty-State Initiative, S.H.I.E.L.D. launched a training program at Camp Hammond in Stamford, Connecticut, the site of the disaster that launched the superhuman civil war. It was named after the first known super hero, Jim Hammond, the original Human Torch.

Registrants with super-powers were brought there to learn how to control and use their powers and get trained to be part of the nationwide program. This was done under the guidance of drill instructor Gauntlet (Joe Green) and program director Hank Pym—who had been replaced by the Skrull agent Criti Noll.

Secret Invasion

When a Skrull starship crash-landed in the Savage Land, both teams of Avengers sped to the site to help. Several people emerged from the ship, including some thought long dead, who claimed to have escaped from the Skrulls. Others were duplicates of the responding Avengers teams, leaving the heroes to sort out who was who.

To complicate matters, the remnants of the Skrull Empire invaded Earth at that moment with a coordinated set of attacks designed to make the planet as vulnerable as possible. The Skrulls had been planning this invasion for years. They had figured out a way to make themselves impossible to detect by normal means, and they had replaced multiple important people on Earth, including Black Bolt, Elektra, several S.H.I.E.L.D. agents (including Dum Dum Dugan), Spider-Woman—who was the Skrull Queen Veranke—Yellowjacket and even the Avengers' butler, Edwin Jarvis.

The Skrulls also started impersonating other heroes, both living and dead. One of them destroyed the top of the Baxter Building by plunging it into the Negative Zone while posing as the Invisible Woman. Another posing as Captain Marvel (Mar-Vell) attacked Thunderbolts Mountain, where Norman Osborn (the original Green Goblin) was leading the latest version of the team. The Dum Dum Dugan impostor destroyed the orbiting headquarters of S.W.O.R.D.

The heroes banded together and triumphed in the end. Both teams of Avengers—working alongside the Young Avengers, Thunderbolts, Nick Fury and his Secret Warriors, Mister Fantastic, the Hood and his gang, the remnants of S.H.I.E.L.D., the returned Thor Odinson and the new Captain America (Bucky Barnes)—battled the Skrulls in Central Park and put a stop to the invasion.

In the aftermath, they discovered a Skrull spaceship full of people who had been replaced and brought them back home. This included Spider-Woman (Jessica Drew), Mockingbird (Bobbi Morse) and Edwin Jarvis, among many others.

Dark Days

Norman Osborn shot and killed Veranke on camera at the end of the Secret Invasion. With Iron Man and S.H.I.E.L.D. utterly discredited, Osborn was placed in charge of a new government initiative that he named H.A.M.M.E.R., and he formed his own team of Avengers, composed of villains who took the identities of former Avengers who either were on the run from the law or refused to work with Osborn.

As part of his plot to establish control, Osborn formed his own version of the Illuminati, known as the Cabal. The members were some of the most powerful villains in the world, and with their help, Osborn could claim to be keeping the world safe from them while secretly giving them whatever they liked.

For more about both of these groups, see Chapter 7.

During this time, Loki posed as the Scarlet Witch and tricked some of the Avengers into forming a new team under the leadership of Hank Pym. Pym took up the codename Wasp in honor of his ex-wife, who had supposedly died in the final battle against the Skrull invasion.

Pym set up an interdimensional space called a Pym Pocket and built the new team's headquarters in it. It could be accessed by doors in the regular world that acted as portals. Pym later untethered it from the world and placed it in Underspace, a dimension even smaller than the Microverse. There, where size had less meaning, it became known as the Infinite Avengers Mansion.

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Art by Leinil Francis Yu, Mark Morales & Laura Martin

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The Pym Avengers

- Amadeus Cho
- Hercules Panhellenios
- Jocasta
- Quicksilver (Pietro Maximoff)
- Scarlet Witch (Wanda Maximoff/Loki)
- Stature (Cassie Lang)
- U.S.Agent (John Walker)
- Vision
- Wasp (Hank Pym)

Having returned after Ragnarok—the battle to end the Asgardian gods—Thor rebuilt the home of his people, this time not in the realm of Asgard but on an island floating over the small town of Broxton, Oklahoma. At the urging of Loki, Osborn regarded the presence of Asgard over the United States as a threat and launched an attack on the floating city under a pretense. The real Avengers came to Asgard's defense and helped the gods triumph.

In the final battle, the Sentry—who had been driven mad and taken over by the Void—destroyed Asgard and killed both Ares and Loki, who had used the Norn Stones to power up the Avengers. Only after Iron Man crashed a Helicarrier into the Sentry did he revert to his human form as Bob Reynolds. When Reynolds began to transform back into the Void, Thor was forced to kill him and to hurl his remains into the sun.

Osborn and most of his surviving Avengers were arrested, and having seen how power over super heroes could be abused, Congress repealed the Superhuman Registration Act. Steve Rogers—who had returned from his apparent death—was named the new director of S.H.I.E.L.D.

Fear Itself

Rogers immediately set up a new Avengers team entirely separate from S.H.I.E.L.D. or any other outside organization. It was headquartered in Stark Tower like before, now known as Avengers Tower. Instead of running the team, Rogers put former S.H.I.E.L.D. director Maria Hill in charge of it. The real Edwin Jarvis returned as their butler.

Maria Hill's Avengers

- Captain America (Bucky Barnes)
- Hawkeye (Clint Barton)
- Iron Man (Tony Stark)
- Maria Hill
- Spider-Man (Peter Parker)
- Spider-Woman (Jessica Drew)
- Thor Odinson
- Wolverine (Logan)

At the same time, Rogers had Luke Cage set up a team of his own, one that was independent of the first, headquartered in Avengers Mansion. He also assigned former H.A.M.M.E.R. deputy director Victoria Hand as their liaison. The team included a few members who served on the other team as well, although after their first mission together, Hawkeye left Cage's Avengers, but Doctor Strange officially joined. In addition, the team hired Wong as their butler and Squirrel Girl as the nanny for the baby daughter of Jessica Jones and Luke Cage.

Luke Cage's New Avengers

- Doctor Strange (Stephen Strange)
- Iron Fist (Danny Rand)
- Jessica Jones
- Luke Cage
- Mockingbird (Bobbi Morse)
- Ms. Marvel (Carol Danvers)
- Spider-Man (Peter Parker)
- Thing (Ben Grimm)
- Victoria Hand
- Wolverine (Logan)

With the help of Sin (the original Red Skull's daughter), Cul Borson—brother of Odin and uncle of Thor—returned and took his place as the Serpent, the Asgardian god of fear. In an effort to destroy his brother and become the new All-Father, the Serpent distributed eight magic hammers (similar to Mjolnir) to powerful people, increasing their might to even greater levels. These people, known as the Worthy, were possessed by the evil spirits in the hammers, putting them firmly under the Serpent's control.

The Serpent directed his Worthy to launch assaults in several locations around the globe. Sin—transformed into the Serpent's daughter, Skadi—marched on Washington, DC, along with a force of Nazi-driven mechs, where they destroyed the White House and nearly killed Captain America (Bucky Barnes). With his replacement out of action, Rogers once again took up the shield and became Captain America in his place.

The Serpent shattered Captain America's supposedly unbreakable shield with his bare hands, after which Iron Man traveled to Asgard to work with Odin's smiths to forge weapons for the Avengers to use against the Worthy. In the final battle, the heroes triumphed, but Thor gave his life to defeat his uncle, who Odin then took into custody in Asgard.

The weapons Iron Man had helped to forge were returned to Asgard, but the smiths there did the Avengers one last favor and restored Captain America's shield, repairing it with Uru metal.

The Worthy

- **Angrir:** Breaker of Souls (Thing/Ben Grimm)
- **Greithoth:** Breaker of Wills (Absorbing Man/Crusher Creel)
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- **Nerkkod:** Breaker of Oceans (Attuma)
- **Nul:** Breaker of Worlds (Hulk/Bruce Banner)
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- **Skirn:** Breaker of Men (Titania/Mary MacPherran)

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- **Skirn:** Breaker of Men (Titania/Mary MacPherran)

Against the X-Men

The Avengers had a number of clashes with the X-Men during this period. First, they fought over the fate of the Scarlet Witch, who had reappeared in Castle Doom in Latveria, apparently without her powers. (See the Young Avengers section in Chapter 3 for more about this.)

Their conflicts escalated with the news that the Phoenix Force was returning to Earth, purportedly to bond with Hope Summers, the first mutant born after M-Day, whom prophecies said would be the mutant messiah. Cable took her to the future to protect and train her, but she returned to the present day as a young adult. The Avengers wanted to take Hope into protective custody, but the X-Men refused to let that happen, igniting several battles between the two sides.

The Avengers tried to intercept the Phoenix Force before it reached Earth, but when Iron Man attacked it with his experimental Phoenix-killer weapon, he only succeeded in smashing it into five parts. These each bonded with a different mutant, and the five of these ultra-amplified heroes warned off the Avengers before retreating to the mutant island of Utopia to attempt to bring peace and prosperity to the world.

The Phoenix Five

- Colossus (Piotr Rasputin)
- Cyclops (Scott Summers)
- Emma Frost
- Magik (Illyana Rasputin)
- Sub-Mariner (Namor McKenzie)

To keep the Phoenix Force from eventually winding up with Hope Summers, the Avengers attempted to snatch her from Utopia. Instead, she left willingly with the Scarlet Witch, and the conflict continued. After Namor nearly destroyed Wakanda, the Avengers defeated him, and his portion of the Phoenix Force left him and flowed to the others, increasing their power.

Not long after, Spider-Man tricked Colossus and Magik into turning against—and defeating—each other, and only Cyclops and Emma Frost remained. Hope and the Avengers retreated to K'un-Lun, where Cyclops attacked them, but they managed to hold him off. Witnessing the way Cyclops and Frost increasingly abused their powers as the Phoenix Force corrupted them, many of the X-Men joined the Avengers in standing against the pair.

Frustrated during the climactic confrontation against the Avengers and their friends, Cyclops eventually took

Art by Jim Cheung & Laura Martin

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- Sub-Mariner (Namor McKenzie)

To keep the Phoenix Force from eventually winding up with Hope Summers, the Avengers attempted to snatch her from Utopia. Instead, she left willingly with the Scarlet Witch, and the conflict continued. After Namor nearly destroyed Wakanda, the Avengers defeated him, and his portion of the Phoenix Force left him and flowed to the others, increasing their power.

Not long after, Spider-Man tricked Colossus and Magik into turning against—and defeating—each other, and only Cyclops and Emma Frost remained. Hope and the Avengers retreated to K'un-Lun, where Cyclops attacked them, but they managed to hold him off. Witnessing the way Cyclops and Frost increasingly abused their powers as the Phoenix Force corrupted them, many of the X-Men joined the Avengers in standing against the pair.

Frustrated during the climactic confrontation against the Avengers and their friends, Cyclops eventually took

Art by Jim Cheung & Laura Martin

Frost's power from her so he could have all of the Phoenix Force. He used the full power to kill his mentor, Professor X, and then became the Dark Phoenix. Hope Summers and the Scarlet Witch were the only two who could stand against him, and they united to defeat him with their combined powers.

The Phoenix Force then went to Hope, but she and the Scarlet Witch expelled it, and its energies flowed across the world, removing the limitations that had banished most mutant powers on M-Day.

In the aftermath, Captain America decided that he needed to do more to advocate for mutants. To that end, he launched a new Avengers team he called the Unity Squad. They used Avengers Mansion as their headquarters. The Wasp—who the Avengers had rescued from the Microverse, where she had wound up after apparently being killed during the Skrull invasion—put up the money for the new team.

The Uncanny Avengers (Unity Squad)

- Captain America (Steve Rogers)
- Havok (Alex Summers)
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- Wolverine (Logan)
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Age of Ultron

Ultron returned with an army of drones that resembled him and conquered the world. A handful of heroes—mostly Avengers—held out in the wreckage, trying to evade the super villains hunting them on Ultron's behalf. They discovered that Ultron was safely ensconced in the future, giving out orders through the half-destroyed remains of the Vision.

Nick Fury Sr. and Captain America led a strike team into the possible future of Earth-61112 to attack Ultron, using Doctor Doom's time platform, and Ultron's forces slaughtered them. Wolverine and the Invisible Woman used the same device to travel into the past, where Wolverine killed Hank Pym to keep him from inventing Ultron in the first place. When the pair returned to the future, they found themselves in Earth-26111, a world in which Pym's death had been the end of the Avengers.

In this world, Morgan Le Fay's magic had triumphed over technology, and she launched an attack that destroyed the last heroes standing against her, a team known as the Defenders. Despite the Iron Man of this world pleading with Wolverine not to go back in time to try to fix it again, Wolverine did. He stopped himself from killing Pym. Instead, the two Wolverines and the Invisible Woman helped Pym execute a plan, one in which he placed a back door in Ultron's programming and left a message for himself in the future. Then they made Pym forget everything so he wouldn't be tempted to interfere with the passage of time due to knowledge of his future.

The younger Wolverine killed the slightly older one at his request, so he wouldn't be plagued with memories of Earth-26111. Then the surviving Wolverine went back to the present with the Invisible Woman, where she gave Pym the message he needed to help the Avengers defeat Ultron, just in the nick of time.

Unfortunately, this rampant abuse of time travel caused enough damage to the Multiverse that it began to collapse.

Avengers A.I.

The virus Pym had used to defeat Ultron eventually morphed into an artificial intelligence called Dimitrios. Monica Chang—leader of S.H.I.E.L.D.'s A.I. division—had Pym set up a new team of Avengers to help defeat this new threat. This included two A.I.s that Ultron had created himself: Vision and Victor Mancha (a more human-looking android who'd been programmed with false memories of a childhood). He also added a Doombot that he had reprogrammed.

In the process of tracking down Dimitrios, Pym's team discovered a new A.I. known as Alexis, one of six created by Dimitrios. She helped them find a virtual city known as the Diamond, from which Dimitrios would eventually conquer the future. The team—along with the help of Jocasta—put a stop to his plans and saved the world.

Avengers A.I. Team

- Doombot
- Hank Pym
- Monica Chang
- Protector (Alexis)
- Victor Mancha
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The Incursions

As the fabric of the Multiverse weakened, the Illuminati discovered that some universes were beginning to encroach on each other—a phenomenon they called *incursions*, in which people on both Earths could see the other hanging in their sky. When the Earths met, it destroyed both universes, and the only solution appeared to be destroying one of the Earths first so both universes could survive—at least temporarily.

By this point, the Illuminati had brought Captain America (Steve Rogers) into the fold. He refused to give in to the idea that they would have to destroy other Earths to save their own. They assembled the Infinity Gauntlet—complete with all the Infinity Gems—and traveled to Pakistan to stop an incursion. Captain America successfully used the Infinity Gauntlet to shove the other Earth away, but the Infinity Gems all shattered in the process. When the others realized that Captain America would not permit them to save their universe at the expense of other Earths, they erased his memory and sent him away.

Around the same time, Captain America and Iron Man decided to vastly expand the Avengers roster so they could call on just about any hero—or nearly all heroes—when the need arose. To their regular roster, they added some new mutants (Cannonball, Manifold and Sunspot), a member of the Shi'ar Imperial Guard (Smasher), the embodiment of their universe (Captain Universe) and a refugee hero from Earth-13034 (Hyperion), which had been destroyed by an incursion.

Art by Marco Checchetto

The World Avengers

- Black Widow (Natasha Romanoff)
- Cannonball (Sam Guthrie)
- Captain America (Steve Rogers)
- Captain Marvel (Carol Danvers)
- Captain Universe (Tamara Devoux)
- Falcon (Sam Wilson)
- Hawkeye (Clint Barton)
- Hulk (Bruce Banner)
- Hyperion (Marcus Milton of Earth-13034)
- Iron Man (Tony Stark)
- Manifold (Eden Fesi)
- Shang-Chi
- Smasher (Isabel Kane)
- Spider-Man (Peter Parker)
- Spider-Woman (Jessica Drew)
- Sunspot (Bobby Da Costa)
- Thor Odinson
- Wolverine (Logan)

This team's greatest challenge came from an alien race known as the Builders. They had realized that Earth was a focal point for the incursions and decided to destroy it. The Avengers allied with the Galactic Council to mount a defense, along with help from some of the Builders' creations: Ex Nihilo, Abyss, Nightmask and Starbrand (Kevin Connor).

When the Avengers left to take the battle to the Builders, Thanos and his Black Order saw their chance and attacked the lightly defended Earth. Luke Cage led his team of remaining Avengers against them, and with the help of the Inhumans and the heroes returning from the Builder War, they managed to defeat and capture Thanos and most of the Black Order.

Original Sin

While returning to Earth from Asgard, Thor Odinson noticed something amiss in the Blue Area of the Moon, and he summoned the Avengers and Nick Fury Sr. to help investigate. They discovered the Watcher Uatu murdered. He had been shot in the head and his eyes removed, and his citadel had been robbed.

The Avengers soon learned that the Orb, Exterminatrix and Doctor Midas had knocked out Uatu, taken one of his eyes and robbed him—but they hadn't killed him. When the Orb unveiled the Watcher's eye, it revealed secrets about everyone in the area to each of them.

Thor discovered that he had a sister—Angela—from the Tenth Realm called Heven, which had been hidden until recently. Captain America learned that the Illuminati had erased his memories of their existence. Spider-Man found out that another person had been bitten by the same radioactive spider as him: Cindy Moon, who later became the hero Silk.

The heroes later learned that Fury had spent the last several decades as "the Man on the Wall," using murderous means to keep Earth safe without anyone else ever knowing. Recently, the Infinity Formula that had kept him young for so long had started to fade, and he had used an army of LMDs to preserve that secret and help him in his work.

Fury had also bugged the Watcher's citadel and went there immediately after the initial assault. When the Watcher refused to tell him who had robbed him of so many dangerous things, Fury realized that the Watcher had recorded everything he had seen in his eyes—one of which was missing. To stop the thieves, Fury killed the Watcher and took his other eye.

When Thor chased after Fury, the old man whispered something in the Thunder God's ear that made him feel unworthy of his hammer, Mjolnir. Fury told Thor that Gorr the God Butcher—who wanted to kill all gods for being so useless to mortals—had been right, and Thor believed him.

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Fury later confessed to Uatu's murder, just before sacrificing himself to kill Doctor Midas to keep him from stealing the rest of the Watcher's belongings and power. The Avengers believed Fury to be dead, but instead, he'd been charged with taking on the Watcher's duties, using the codename Unseen.

Sometime later, Jane Foster managed to pick up Thor's fallen hammer. Being deemed worthy, she was granted the power of Thor, transforming her into a new version of the hero.

AXIS

A clone of the Red Skull (Johann Shmidt) stole the body of Professor X and implanted part of the mutant leader's telepathic mind into his own. The Uncanny Avengers stopped him, but he later escaped and set up mutant concentration camps on Genosha. After Magneto found and killed him, the clone returned as Red Onslaught, who used his heightened powers to beam hatred into minds all around the world. The Avengers and the X-Men stood against him, and Doctor Doom and the Scarlet Witch stopped him with a spell that inverted his evil, turning him good.

Unfortunately, the spell caught more than Red Onslaught in its net and inverted the morality of several heroes and villains as well. The heroes became selfish and greedy, while the villains realized how wrong they had been. The twisted Avengers—led by Captain America (Sam Wilson) and Iron Man (Tony Stark)—set a trap to capture most of the unaffected Avengers. Meanwhile, an elderly Steve Rogers assembled a new team of Avengers from the villains who were now ready to help save the world. This included Zenpool, a calm and serene version of Deadpool, whose chaotic nature had been inverted.

Eventually, Doctor Doom and the Scarlet Witch—along with the White Skull (the inverted Red Skull)—cast a spell that changed nearly everyone back to normal. Iron Man, however, managed to shield himself, Havok and Sabretooth from the spell, so they remained inverted for a while.

The Inverted Avengers

- Absorbing Man (Crusher Creel)
- Carnage (Cletus Kasady)
- Doctor Doom (Victor Von Doom)
- Enchantress (Amora)
- Hobgoblin (Roderick Kingsley)
- Jack O'Lantern
- Magneto (Max Eisenhardt)
- Mystique (Raven Darkhölme)
- Sabretooth (Victor Creed)
- Steve Rogers
- Thor (Loki Laufeyson)
- Zenpool (Wade Wilson)

Art by Steve Epting, Rick Magyar & Frank D'Armata

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Time Runs Out

The incursions that destroyed entire universes became more and more frequent. The Illuminati realized they could not stop them all, but Namor gathered a new Cabal of those willing to destroy other Earths to save their own. The Illuminati and the Avengers—led by Steve Rogers, who finally remembered how the secretive group had wiped his memory of being a member—fought each other at first. Both teams later worked with Sunspot's new Avengers team—built on the framework of A.I.M., which Sunspot had purchased—to try to stop the Cabal, eventually trapping them on an Earth that was destroyed.

The heroes discovered that the all-powerful people known as the Beyonders were behind the destruction of the Multiverse. They couldn't stop it, but with the help of the Molecule Man, Doctor Doom managed to take the power of the Beyonders for himself as the incursion of the last two worlds—Earth-616 and Earth-1610—caused them to destroy each other, ending the Multiverse of the Seventh Cosmos.

Most of the heroes who had ever been Avengers died, including Steve Rogers and the morally inverted Iron Man (Tony Stark), who battled each other right up to the end. The few who survived included Doctor Strange, who immediately fell under Doom's control.

The Surviving Avengers

- Black Panther (T'Challa)
- Captain Marvel (Carol Danvers)
- Doctor Strange (Stephen Strange)
- Mister Fantastic (Reed Richards)
- Spider-Man (Peter Parker)
- Thor (Jane Foster)

With his unlimited new powers, Doom fashioned a new planet from the remnants of the Multiverse, calling it Battleworld, and he set himself up as God Emperor Doom, ruling over scores of domains across the globe. This later became known as Earth-15513. It might have lasted forever—as few people who lived on Battleworld remembered anything from before its creation—but two spacefaring life rafts of survivors from Earth-616 and Earth-1610 finally made it to Battleworld to challenge Doom's supremacy.

In the final confrontation between Mister Fantastic and Doctor Doom, Doom—in a moment of fury—admitted that Richards likely would have done a better job of remaking reality than he did. The Molecule Man went along with that assessment and transferred his reality-warping power from Doctor Doom to Mister Fantastic.

THE EIGHTH COSMOS

Together with the Molecule Man, Mister Fantastic and his son, Franklin Richards, used their powers to launch a new cosmos: the eighth. This version was much the same as the seventh, with some small differences. This included the fact that Spider-Man (Miles Morales) was now native to the new Earth-616 rather than the Earth-1610 he originally hailed from.

New Cosmos, New Order

In the remade universe, many old divisions were forgotten or at least forgiven in order to forge forward, and three new Avengers teams formed. The main team, assembled by Steve Rogers as part of his work with S.H.I.E.L.D., included many new heroes who carried on in the tradition of older heroes, such as Thor, Nova, Spider-Man, Ms. Marvel and the latest Captain America, Rogers' longtime friend Sam Wilson.

With the former Avengers Tower under new ownership, the team used a run-down Stark Industries hangar in New Jersey as their base and named it Avengers Hangar.

The All-New Avengers

- Captain America (Sam Wilson)
- Iron Man (Tony Stark)
- Ms. Marvel (Kamala Khan)
- Nova (Sam Alexander)
- Spider-Man (Miles Morales)
- Thor (Jane Foster)
- Vision

Sunspot used his control over Advanced Idea Mechanics (A.I.M.) to form his own team, which he called Avengers Idea Mechanics. They were headquartered on Avengers Island—which they recovered and relocated to the Pacific Ocean—and also in Avengers Base Two, a dome hidden in the Savage Land. They relied on not only their field team but a full staff of scientists and engineers to support them, creating things like Avenger Five, a giant mech the team could take into battle.

Avengers Idea Mechanics

- Cannonball (Sam Guthrie)
- Doctor Positron (Max Brashear)
- Hawkeye (Clint Barton)
- Hulkling (Teddy Altman)
- Pod (Aikku Jokinen)
- Power Man (Victor Alvarez)
- Songbird (Melissa Gold)
- Squirrel Girl (Doreen Green)
- Sunspot (Roberto Da Costa)
- Warlock
- White Tiger (Ava Ayala)
- Wiccan (Billy Kaplan)

At one point, the Inhumans released massive clouds of Terrigen Mist—the substance that gives Inhumans their super-powers—into the wild so that people with Inhuman genes who were not part of Inhuman society could gain powers too. Unfortunately, the mist also proved poisonous to mutants, causing a rift between the two peoples. In an effort to show the world once again that heroes of all kinds could work together, Rogers formed a new Avengers Unity Division. This version included not only humans and mutants but also Inhumans working side by side.

The Avengers Unity Division

- Deadpool (Wade Wilson)
- Doctor Voodoo (Jericho Drumm)
- Human Torch (Johnny Storm)
- Quicksilver (Pietro Maximoff)
- Rogue (Anna Marie)
- Steve Rogers
- Synapse (Emily Guerrero)

In addition to those three groups, Captain Marvel formed an all-female team called A-Force as part of her new Alpha Flight program designed to face off against cosmic threats, and the Black Panther organized a team known as the Ultimates to deal with multiversal issues. See Chapter 3 for more about these.

Pleasant Hill

In an effort to imprison super-powered criminals, S.H.I.E.L.D. director Maria Hill used several fragments of a Cosmic Cube to create Pleasant Hill, a secret and idyllic town in which the prisoners were mindwiped and made to lead lives as productive citizens. When these fragments were combined, however, they developed sentience and transformed into a young girl named Kobik.

After Baron Helmut Zemo recovered his memories, he set out to free other prisoners from their brainwashing, and they launched a riot. The Avengers arrived to help put down the riot—and put an end to Pleasant Hill, of which they'd been unaware. Kobik took a liking to Steve Rogers, and she restored his youth to him so he would stand a chance in his fight against Zemo.

Unfortunately, Kobik had also made friends with the Red Skull, who had used a Cosmic Cube in the past. Under his guidance, when she remade Steve Rogers, she also rewrote his past, making it so that he had always been a sleeper agent loyal to Hydra.

Civil War II

A new Inhuman named Ulysses Cain came into his powers after being caught in a cloud of Terrigen Mist, and he immediately disrupted the super-hero community with his ability to share visions predicting the future. Captain Marvel (Carol Danvers) believed that using his visions to prevent horrible events was the right thing to do, despite that it might mean taking action against people for things they hadn't done yet—or even had any intention of doing.

One such vision showed that the Hulk (Bruce Banner) would kill several heroes. The heroes intervened, with Hawkeye (Clint Barton) killing the Hulk by firing a special arrow through his brain.

Determined to put a stop to any further use of Cain's visions, Iron Man (Tony Stark) kidnapped him from Captain Marvel's custody. This caused a massive conflict to break out, with heroes allying with each side, especially after Cain shared a vision that showed Spider-Man (Miles Morales) killing Captain America (Steve Rogers) on the steps of the U.S. Capitol. Before either side could triumph, Cain transcended humanity, becoming a new cosmic entity. With his absence, the conflict came to an end, although the repercussions lingered, including the fact that Captain Marvel had put Iron Man in a coma.

Afterward, some of the younger Avengers became disillusioned with their older teammates. They left the group to form a new team called the Champions. (See Chapter 3 for more about them.)

During this period, Spider-Man (Peter Parker) had become wealthy as the leader of Parker Industries. As part of that, he purchased the Baxter Building, which became the new headquarters for the remaining Avengers.

Meanwhile, Sunspot changed his team to the American Intelligence Mechanics, a division of S.H.I.E.L.D. Because they were directly controlled by the federal government, they became known as the U.S.Avengers.

The Secret Empire

The evil version of Steve Rogers executed an elaborate plan that brought down S.H.I.E.L.D., trapped New York City under a dome of Darkforce and gave control of the United States to Hydra. This included the aid of Baron Zemo, who had transformed his Masters of Evil into a much larger force known as the Army of Evil. In addition, Hydra sealed Earth inside a Planetary Defense Shield to prevent alien interference.

Rogers also assembled a new team of Avengers consisting of established villains and suborned heroes. The elder god Chthon had taken over the Scarlet Witch, and a virus created by Arnim Zola had infected Vision. Thor had been blackmailed into working with them to save the life of Jane Foster and to restore the Rainbow Bridge connecting Earth to Asgard.

The Hydra Avengers

- Black Ant (Eric O'Grady LMD)
- Deadpool (Wade Wilson)
- Scarlet Witch (Wanda Maximoff)
- Superior Octopus (Otto Octavius)
- Taskmaster (Tony Masters)
- Thor Odinson
- Vision

A large force of heroes known as the Underground opposed Hydra during this time, led by Hawkeye (Clint Barton) and an A.I. version of Tony Stark that had stepped up to replace the original, who was still in a coma. They used a subterranean hideout in Nevada known as the Mount as their headquarters.

Kobik's physical form had been destroyed, but her mind survived in a fragment of a Cosmic Cube, along with that of the original Steve Rogers. When the Underground rose up against the evil Rogers, he defeated them and announced his plan to use a rebuilt Cosmic Cube to revise reality even further in Hydra's favor. Captain America (Sam Wilson), the Winter Soldier and Ant-Man (Scott Lang) tricked him into accepting one last fragment of the Cube so that they could enter it and rescue Kobik and the original Rogers.

Returning to her physical form, Kobik in turn restored the original Rogers to reality, as young and healthy as his Hydra counterpart. The two men fought each other, and the original triumphed by being able to lift Mjolnir and use it to smash his duplicate. Afterward, Kobik reset his history back to its original state.

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Afterward, some of the younger Avengers became disillusioned with their older teammates. They left the group to form a new team called the Champions. (See Chapter 3 for more about them.)

During this period, Spider-Man (Peter Parker) had become wealthy as the leader of Parker Industries. As part of that, he purchased the Baxter Building, which became the new headquarters for the remaining Avengers.

Meanwhile, Sunspot changed his team to the American Intelligence Mechanics, a division of S.H.I.E.L.D. Because they were directly controlled by the federal government, they became known as the U.S.Avengers.

The Secret Empire

The evil version of Steve Rogers executed an elaborate plan that brought down S.H.I.E.L.D., trapped New York City under a dome of Darkforce and gave control of the United States to Hydra. This included the aid of Baron Zemo, who had transformed his Masters of Evil into a much larger force known as the Army of Evil. In addition, Hydra sealed Earth inside a Planetary Defense Shield to prevent alien interference.

Rogers also assembled a new team of Avengers consisting of established villains and suborned heroes. The elder god Chthon had taken over the Scarlet Witch, and a virus created by Arnim Zola had infected Vision. Thor had been blackmailed into working with them to save the life of Jane Foster and to restore the Rainbow Bridge connecting Earth to Asgard.

The Hydra Avengers

- Black Ant (Eric O'Grady LMD)
- Deadpool (Wade Wilson)
- Scarlet Witch (Wanda Maximoff)
- Superior Octopus (Otto Octavius)
- Taskmaster (Tony Masters)
- Thor Odinson
- Vision

A large force of heroes known as the Underground opposed Hydra during this time, led by Hawkeye (Clint Barton) and an A.I. version of Tony Stark that had stepped up to replace the original, who was still in a coma. They used a subterranean hideout in Nevada known as the Mount as their headquarters.

Kobik's physical form had been destroyed, but her mind survived in a fragment of a Cosmic Cube, along with that of the original Steve Rogers. When the Underground rose up against the evil Rogers, he defeated them and announced his plan to use a rebuilt Cosmic Cube to revise reality even further in Hydra's favor. Captain America (Sam Wilson), the Winter Soldier and Ant-Man (Scott Lang) tricked him into accepting one last fragment of the Cube so that they could enter it and rescue Kobik and the original Rogers.

Returning to her physical form, Kobik in turn restored the original Rogers to reality, as young and healthy as his Hydra counterpart. The two men fought each other, and the original triumphed by being able to lift Mjolnir and use it to smash his duplicate. Afterward, Kobik reset his history back to its original state.

Time Runs Out

The incursions that destroyed entire universes became more and more frequent. The Illuminati realized they could not stop them all, but Namor gathered a new Cabal of those willing to destroy other Earths to save their own. The Illuminati and the Avengers—led by Steve Rogers, who finally remembered how the secretive group had wiped his memory of being a member—fought each other at first. Both teams later worked with Sunspot's new Avengers team—built on the framework of A.I.M., which Sunspot had purchased—to try to stop the Cabal, eventually trapping them on an Earth that was destroyed.

The heroes discovered that the all-powerful people known as the Beyonders were behind the destruction of the Multiverse. They couldn't stop it, but with the help of the Molecule Man, Doctor Doom managed to take the power of the Beyonders for himself as the incursion of the last two worlds—Earth-616 and Earth-1610—caused them to destroy each other, ending the Multiverse of the Seventh Cosmos.

Most of the heroes who had ever been Avengers died, including Steve Rogers and the morally inverted Iron Man (Tony Stark), who battled each other right up to the end. The few who survived included Doctor Strange, who immediately fell under Doom's control.

The Surviving Avengers

- Black Panther (T'Challa)
- Captain Marvel (Carol Danvers)
- Doctor Strange (Stephen Strange)
- Mister Fantastic (Reed Richards)
- Spider-Man (Peter Parker)
- Thor (Jane Foster)

With his unlimited new powers, Doom fashioned a new planet from the remnants of the Multiverse, calling it Battleworld, and he set himself up as God Emperor Doom, ruling over scores of domains across the globe. This later became known as Earth-15513. It might have lasted forever—as few people who lived on Battleworld remembered anything from before its creation—but two spacefaring life rafts of survivors from Earth-616 and Earth-1610 finally made it to Battleworld to challenge Doom's supremacy.

In the final confrontation between Mister Fantastic and Doctor Doom, Doom—in a moment of fury—admitted that Richards likely would have done a better job of remaking reality than he did. The Molecule Man went along with that assessment and transferred his reality-warping power from Doctor Doom to Mister Fantastic.

THE EIGHTH COSMOS

Together with the Molecule Man, Mister Fantastic and his son, Franklin Richards, used their powers to launch a new cosmos: the eighth. This version was much the same as the seventh, with some small differences. This included the fact that Spider-Man (Miles Morales) was now native to the new Earth-616 rather than the Earth-1610 he originally hailed from.

New Cosmos, New Order

In the remade universe, many old divisions were forgotten or at least forgiven in order to forge forward, and three new Avengers teams formed. The main team, assembled by Steve Rogers as part of his work with S.H.I.E.L.D., included many new heroes who carried on in the tradition of older heroes, such as Thor, Nova, Spider-Man, Ms. Marvel and the latest Captain America, Rogers' longtime friend Sam Wilson.

With the former Avengers Tower under new ownership, the team used a run-down Stark Industries hangar in New Jersey as their base and named it Avengers Hangar.

The All-New Avengers

- Captain America (Sam Wilson)
- Iron Man (Tony Stark)
- Ms. Marvel (Kamala Khan)
- Nova (Sam Alexander)
- Spider-Man (Miles Morales)
- Thor (Jane Foster)
- Vision

Sunspot used his control over Advanced Idea Mechanics (A.I.M.) to form his own team, which he called Avengers Idea Mechanics. They were headquartered on Avengers Island—which they recovered and relocated to the Pacific Ocean—and also in Avengers Base Two, a dome hidden in the Savage Land. They relied on not only their field team but a full staff of scientists and engineers to support them, creating things like Avenger Five, a giant mech the team could take into battle.

Avengers Idea Mechanics

- Cannonball (Sam Guthrie)
- Doctor Positron (Max Brashear)
- Hawkeye (Clint Barton)
- Hulkling (Teddy Altman)
- Pod (Aikku Jokinen)
- Power Man (Victor Alvarez)
- Songbird (Melissa Gold)
- Squirrel Girl (Doreen Green)
- Sunspot (Roberto Da Costa)
- Warlock
- White Tiger (Ava Ayala)
- Wiccan (Billy Kaplan)

At one point, the Inhumans released massive clouds of Terrigen Mist—the substance that gives Inhumans their super-powers—into the wild so that people with Inhuman genes who were not part of Inhuman society could gain powers too. Unfortunately, the mist also proved poisonous to mutants, causing a rift between the two peoples. In an effort to show the world once again that heroes of all kinds could work together, Rogers formed a new Avengers Unity Division. This version included not only humans and mutants but also Inhumans working side by side.

The Underground Avengers

- Ant-Man (Scott Lang)
- Black Panther (T'Challa)
- Captain America (Sam Wilson)
- Captain Marvel (Carol Danvers)
- Giant-Man (Raz Malhotra)
- Hawkeye (Clint Barton)
- Iron Man (Tony Stark A.I.)
- Logan (from Earth-21923)
- Luke Cage
- Marvel Girl (Jean Grey from the past of Earth-616)
- Ms. Marvel (Kamala Khan)
- Rocket Raccoon
- Spider-Man (Peter Parker)
- Storm (Ororo Munroe)
- Thing (Ben Grimm)
- Thor (Jane Foster)
- Thor Odinson
- Viv Vision

Games/Nights

The Avengers became embroiled in a twisted game played by two Elders of the Universe: the Grandmaster and the Challenger. To start, these two transported the Earth to another part of the universe and then set their forces against each other. The Grandmaster had put together a new Lethal Legion as his team, while the Challenger used Thanos' former team, the Black Order.

To save the Earth, the Avengers had to join the game and win it with the help of the Grandmaster's daughter, Voyager. He had placed her on the team and implanted memories of her having been a founding Avenger in everyone so they would trust her implicitly. In the end, she sided with the Avengers, betraying him. As the game ended in a tie, the hero known as Lightning challenged the Grandmaster to a single hand of poker—and won, compelling him to return the Earth to its rightful place.

While the planet had been gone, the goddess Nyx escaped her ancient prison and slaughtered the Olympian gods, leaving only Hercules alive, as he'd been with the Avengers rather than his family in Olympus. She then set out to destroy the rest of the universe.

The Avengers wound up traveling to the distant past where they fell in with a legendary barbarian who would one day be king. They made their way back to the present and confronted Nyx in the House of Ideas, where Vision put a stop to her ambitions by using the light of hope from the stories of super heroes in his Avengers database to inspire the House to destroy her.

Past Is Prologue

With Captain America restored to his youth, Iron Man out of a coma and Thor deemed worthy enough to wield Mjolnir again, the three main Avengers met

to discuss the future. They joined together with the remnants of the other teams to meet a new threat: an invasion of Dark Celestials driven mad by the Horde, just as the Progenitor had been so many countless years ago.

To defeat the Dark Celestials, the Avengers had to combine their powers into a Uni-Mind, much in the same way as the Eternals. Ghost Rider used their combined powers to cleanse the Horde infection from zombified Celestials who had fallen to Earth. Then they teamed up with the healed Celestials to drive the invaders away once again.

In their gratitude, the Celestials propped the Progenitor's body up on the North Pole, and the Black Panther had it converted into the Avengers' new headquarters: Avengers Mountain. Gorilla-Man (Ken Hale) served as their facility manager, and as the team's new leader, Black Panther called on Wakanda to furnish the support staff, part of which was forming the Agents of Wakanda intelligence operation.

The Unified Avengers

- Black Panther (T'Challa)
- Blade (Eric Brooks)
- Captain America (Steve Rogers)
- Captain Marvel (Carol Danvers)
- Doctor Strange (Stephen Strange)
- Ghost Rider (Robbie Reyes)
- Iron Man (Tony Stark)
- She-Hulk (Jennifer Walters)
- Thor Odinson

Art by Arthur Adams & Matthew Wilson

The War of the Realms

Malekith—the leader of the Dark Elves of Svartalfheim—escaped from imprisonment and engineered a war on the Ten Realms, including Asgard and Midgard (Earth). With Earth as the last of the free realms, Malekith launched an assault on New York City (alongside Loki's father, Laufey) and then went on to conquer the entire planet.

After recovering, the Avengers split their forces and went on the offensive. Captain Marvel led the assault team known as the War Avengers—including the Venom symbiote, which had decided to work without a host for a time—while Captain America went to Jotunheim to find and rescue Thor. Freed, Thor impaled himself upon the World Tree in the sun and sacrificed an eye and the remnants of a shattered Mjolnir to gain the wisdom he needed to defeat Malekith. So informed, he then gathered a version of himself from the past, another from the future and even Jane Foster, who was once again Thor, using the remade Mjolnir from Earth-1610.

The four Thors attacked Malekith while the other Avengers and their allies tackled the Dark Elf's forces. During the battle, Thor set off the God Tempest in the sun and used it to reforge his Mjolnir, giving him the weapon he needed to triumph. Out of respect for his son's victory, Odin abdicated his throne, making Thor the new All-Father of Asgard.

The War Avengers

- Black Widow (Natasha Romanoff)
- Deadpool (Wade Wilson)
- Lady Sif
- Venom (symbiote)
- Weapon H (Clay Cortez)
- Winter Soldier (Bucky Barnes)

Echoes of History

Quoi—the son of Mantis and the Cotati incarnation of the Swordsman—was finally grown up and ready to embrace his destiny as the Celestial Messiah. To do so, he led a Cotati invasion of Earth. The Avengers joined with the Kree/Skrull Alliance—now under the leadership of Emperor Hulkling—to battle this galactic threat.

It turned out that Hulkling's grandmother R'Klll had been impersonating him and had ordered the use of the Pyre on the sun, which would detonate it. This would cleanse the solar system of the Cotati forces but also destroy the Earth. The Avengers and the Fantastic Four managed to rescue the sun. Meanwhile, Thor—who had recently learned that his birth mother was not Freyja but the Earth goddess Gaea—used his mother's magic to help the Avengers defeat the Cotati army on Earth.

Not long after, the Phoenix returned to the world in search of a new host. This time, it cast its net wider, considering super-powered people of all kinds rather than only mutants, and set them in a tournament against each other. In the end, Echo (Maya Lopez) became the Phoenix's new host, not because she defeated the others, but because of the way she'd creatively used the Phoenix's power. Echo had actually been killed by Namor during the tournament, but the Phoenix resurrected her when she became the new host.

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Avengers Prime

The demon lord Mephisto and his Council of Red—a group of Mephistos from across the Multiverse—had plagued humanity and the Avengers for untold millennia, going all the way back to the days of the Prehistoric Avengers. As part of that, he urged the formation of the Multiversal Masters of Evil under the leadership of Doom Supreme (Victor Von Doom of Earth-22215).

This led to a massive battle in the Quarry of Creation, which was guarded by Avenger Prime, the Loki of Earth-18201. Avenger Prime gathered together a huge team of multiversal Avengers, featuring variants of heroes from across the Multiverse. The Avengers of Earth-616 played a large role in this and helped carry the day.

For more about this epic conflict and those who played a role in it, see Chapter 6.

The Impossible City

With their latest multiversal epic behind them, the Avengers reset once more, with Captain Marvel as their newly elected leader. She assembled her team in the Jarvis Lounge, a posh bar at the top of a building owned by the Wasp (Janet Van Dyne), which featured a heroes-only section.

Soon after, an injured Kang the Conqueror warned Captain Marvel about the ambitions of the Twilight Court, a group of supposed heroes under the leadership of Myrddin. The court's leader was a time-traveler competing with Kang to find the prizes in the legendary Missing Moment, a time that can be reached only by going through a series of Tribulation Events.

One such event was the arrival of the Ashen Combine—a group of super villains who destroyed cities across the Multiverse—in a sentient starship known as the Impossible City. While battling the Ashen Combine, the Avengers realized that the Impossible City had been enslaved by the villains, so rather than destroy it, they freed it. Then, with its permission, they made it an Avenger and their new orbital headquarters.

The Iconic Avengers

- Black Panther (T'Challa)
- Captain America (Sam Wilson)
- Captain Marvel (Carol Danvers)
- Iron Man (Tony Stark)
- Scarlet Witch (Wanda Maximoff)
- Thor Odinson
- Vision

Thor later left the Avengers for a time to deal with his own challenges, but Storm (Ororo Munroe) replaced him, trading one weather-based god for another.

The AVEN.G.E.R.S.

While Captain Marvel led the main Avengers team, Captain America (Steve Rogers) formed a second, larger team in Avengers Mansion known as the Avengers Emergency Response Squad, or AVENG.E.R.S. This team adopted high-tech bulletproof and fireproof gray jackets to wear in the field. These were emblazoned with the Avengers logo in red on the chest and the back to help people recognize when help had arrived.

Many of these Avengers lived in the mansion, while others resided in their own places and responded to emergency calls when able.

The Avengers Emergency Response Squad

- Captain America (Steve Rogers)
- Daredevil (Elektra Natchios)
- Hawkeye (Clint Barton)
- Hercules Panhellenios
- Human Torch (Jim Hammond)
- Lightning (Miguel Santos)
- Lightspeed (Julie Power)
- Mister Immortal (Craig Hollis)
- Night Thrasher (Dwayne Taylor)
- Photon (Monica Rambeau)
- Shang-Chi
- She-Hulk (Jennifer Walters)
- Wasp (Janet Van Dyne)
- Wonder Man (Simon Williams)

Doctor Doom's Avengers

At the climax of the Blood Hunt—a worldwide vampire assault led by the original vampire, Varnae—Doctor Doom tricked Doctor Strange into handing over the powers of the Sorcerer Supreme to him. Doom then used those powers to attempt to take over the Earth. As part of that, he ordered his son, Kristoff Vernard, to assemble a new team of Avengers dedicated to serving him.

The Superior Avengers

- Abomination (of Earth-52635)
- Doctor Octopus (of Earth-52635)
- Ghost (of Earth-52635)
- Killmonger (of Earth-52635)
- Kristoff Vernard (of Earth-616)
- Malekith (of Earth-52635)
- Onslaught (of Earth-52635)

LOCATIONS

The Avengers have used several different places for their headquarters over the years.

Avengers Mansion

This three-story building occupies an entire city block at 890 Fifth Street on Manhattan's Upper East Side, across the street from the east side of Central Park. Howard Stark Sr.—Tony Stark's paternal grandfather—built it in 1932 as his family residence, and both Howard Stark Jr. and Tony grew up there. Upon the founding of the Avengers, Tony donated the building to the team through his family charity named after his mother, the Maria Stark Foundation.

The mansion has been destroyed, relocated and rebuilt several times over the years, but the Stark's family butler—Edwin Jarvis—has overseen it throughout most of its incarnations.

The building has a wall around the perimeter and a wrought-iron gate out front. The top floor often serves as a hangar for the team's Quinjets, and the place has at least three levels of basements, providing ample room for large gatherings and plenty of storage. The front yard features a statue of several iconic members of the team leaping into action.

For a while, when the Avengers had independent international status, the mansion was known as Avengers Embassy. During the Scarlet Witch's breakdown that ended the team for a while, a Quinjet had crashed into the mansion, and the battle-damaged building was left in poor condition. When the Avengers assembled again, they did so in Stark Tower (soon to be known as Avengers Tower).

The mansion was rebuilt for Luke Cage's first Avengers team after the Superhuman Registration Act was repealed. It also served as the headquarters for the Avengers Unity Division.

At one point, when Stark had gone bankrupt and couldn't continue to fund the Avengers, the mansion was turned into a super-hero-themed hotel. Sometime after that, Johnny Storm (the Human Torch) purchased the building and had it turned into an Avengers museum that had plenty of room for the team to use for meetings whenever they liked. As part of that, he handed it over to a nonprofit organization he funded that could handle the building's bills and upkeep permanently.

Avengers Island

When the FAA temporarily revoked the team's ability to fly Quinjets from Avengers Mansion, the aquatic Avenger known as Stingray (Walter Newell) offered his artificial floating island—called Hydrobase—as a secondary headquarters. After the Masters of Evil destroyed the mansion in one of their attacks, the Avengers relocated to Hydrobase, and they later had the entire mansion moved there.

Unfortunately, while Hydrobase was situated south of Liberty Island, Doctor Doom sent an army of robots to attack it. Although the base staff and Avengers member Quasar (Wendell Vaughn) tried to save it, the entire island sank to the bottom of Upper New York Bay.

Namor later had the island raised for his own uses as the King of Atlantis. Many years after that, Sunspot purchased and relocated the island to the California coast. He repurposed it as the public-facing headquarters for his Avengers team, which he melded with A.I.M. (which he also bought) to form Avengers Idea Mechanics.

Avengers Tower

When the Avengers re-formed after the Scarlet Witch's violent breakdown, Iron Man (Tony Stark) offered the team the top floors of Stark Tower rather than the still-damaged Avengers Mansion. This 93-floor skyscraper at 58th Street and Broadway towered over Columbus Circle near the southwest corner of Central Park, and the Avengers occupied the top three floors. The team later discovered that the Sentry's Watchtower had been built atop the building, adding another twenty floors for the Sentry's use.

The tower was nearly destroyed during the conflict with the Asgardian Serpent and his Worthy, but Stark rebuilt it. Near the end of the Seventh Cosmos, it was badly damaged again, but it was completely restored with the creation of the Eighth Cosmos.

In more recent times, Stark lost his fortune and control of the building, forcing the Avengers to move to other locations.

The Impossible City

Not long ago, the Avengers defeated the Ashen Combine, a group of multiversal city-destroying villains who had escaped from their prison cells on the sentient starship known as the Impossible City. After defeating them, the Avengers moved into the Impossible City, making it their orbital headquarters, from which they could reach any point on Earth. As part of that, they removed a superstructure the Combine had installed, freeing the starship from the villains' evil influence. The *City's* memories from before the Ashen Combine took it over have been wiped, so it has no recollection of who created or worked with it before that.

The Impossible City is considered a member of the Avengers and voluntarily helps the team. The city is massive, and the other Avengers have yet to explore it entirely. Much of the top of it is transparent, giving incredible views of the Earth, moon and stars. It features plenty of housing and medical facilities. In addition, it holds Meridian Diadem—one of the fallen members of the Ashen Combine. She is an artificial person who hosts within herself a pocket dimension in which she houses thousands of prisoners who have been biologically altered so they cannot survive outside of that dimension.

The Avengers usually meet in the upper floors of one of the city's skyscrapers. The City can teleport them to and from its premises as needed, and it can construct and deploy high-tech devices upon request. It also has self-defense measures that it can use when required, but after its past abuses at the hands of the Ashen Combine, it sometimes needs encouragement to summon the bravery to do so.

OPPONENTS

The Avengers have fought countless foes over the years and saved the Earth, the galaxy, the universe and even the Multiverse hundreds of times. Here are some of their greatest foes.

Loki

As the adopted sibling of Thor, Loki often likes to cause trouble for their better-loved brother. Although the two have become much less antagonistic with each other over the years, it was Loki's efforts to cause Thor trouble that inspired the Avengers to form in the first place. Loki has also caused other versions of the Avengers to gather, sometimes raising the question of whether the so-called God of Mischief is doing so intentionally or not.

Perhaps Loki doesn't mean to harm the Avengers so much as to get them ready to face even more dangerous threats coming their way. This seems particularly possible considering the once-secret identity of Avenger Prime, a Loki from another universe who repented of their evil ways to assemble the Multiversal Avengers to defend the God Quarry and the rest of the attached Multiverse.

That said, even if Loki's overall intentions could be interpreted as benefiting the Avengers—including Thor Odinson—in the long run, Loki is a clever and devious foe who rarely pulls punches in the short run. If Loki has come to respect the other Avengers, that's due to the many losses the team has collectively handed the Asgardian.

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The Avengers usually meet in the upper floors of one of the city's skyscrapers. The City can teleport them to and from its premises as needed, and it can construct and deploy high-tech devices upon request. It also has self-defense measures that it can use when required, but after its past abuses at the hands of the Ashen Combine, it sometimes needs encouragement to summon the bravery to do so.

OPPONENTS

The Avengers have fought countless foes over the years and saved the Earth, the galaxy, the universe and even the Multiverse hundreds of times. Here are some of their greatest foes.

Loki

As the adopted sibling of Thor, Loki often likes to cause trouble for their better-loved brother. Although the two have become much less antagonistic with each other over the years, it was Loki's efforts to cause Thor trouble that inspired the Avengers to form in the first place. Loki has also caused other versions of the Avengers to gather, sometimes raising the question of whether the so-called God of Mischief is doing so intentionally or not.

Perhaps Loki doesn't mean to harm the Avengers so much as to get them ready to face even more dangerous threats coming their way. This seems particularly possible considering the once-secret identity of Avenger Prime, a Loki from another universe who repented of their evil ways to assemble the Multiversal Avengers to defend the God Quarry and the rest of the attached Multiverse.

That said, even if Loki's overall intentions could be interpreted as benefiting the Avengers—including Thor Odinson—in the long run, Loki is a clever and devious foe who rarely pulls punches in the short run. If Loki has come to respect the other Avengers, that's due to the many losses the team has collectively handed the Asgardian.

AVENGERS ARCHIVES

[RESTRICTED ACCESS]

/////NOT FOR PUBLICATION/////

AVENGERS TOWER

////DESIGNATION: ARCHITECTURE [BASE]////

Height: 1130 ft.

[676661536281094767819190 7]
////////////////LOCATION SYNC:

AVENGERS LOUNGE & WAR ROOM

HEIGHT: 36 FT.

[77764998153144361718371 86]
////////////////LOCATION SYNC:

QUINJET HANGAR AND ARMORY

HEIGHT: 36 FT.

[45462878194829082010293 9]
////////////////LOCATION SYNC:

AVENGERS & GUEST SUITES

HEIGHT: 12 FT.

[11100974525719472610477 18]
////////////////LOCATION SYNC:

BANQUET ROOM

HEIGHT: 24 FT.

[33318104629103720076555 2]
////////////////LOCATION SYNC:

LABORATORIES & ENGINEERING

HEIGHT: 12 FT.

[65352691010480009755514 1]
////////////////LOCATION SYNC:

SERVER VAULTS & SYSTEM ADMINS

HEIGHT: 12 FT.

[88875134526783627664728 2]
////////////////LOCATION SYNC:

FINANCIALS & HUMAN RESOURCES

HEIGHT: 12 FT.

[99745264810185628047281 8]
////////////////LOCATION SYNC:

ADMINISTRATION OFFICES

HEIGHT: 12 FT.

[00997485738472829573821]
////////////////LOCATION SYNC:

ENTRANCE & MAIN LOBBY

HEIGHT: 24 FT.

[77642315991174728295723 41]
////////////////LOCATION SYNC:

GARAGE ACCESS

[BACK OF BUILDING]

AVENGERS ARCHIVES
[RESTRICTED ACCESS]
/////NOT FOR PUBLICATION/////

AVENGERS TOWER

////DESIGNATIONS: LOUNGE & WAR ROOM

Stairs to Roof Access

E

R

2

1

3

R

4

Stairs down to Quinjet Hangar

5

6

1. War Room
2. Armory
3. Server Room
4. Lounge
5. Replica Gallery
6. Observation Deck
E. Elevator
R. Restroom

One Square Equals 5 ft.

AVENGERS ARCHIVES
[RESTRICTED ACCESS]
/////NOT FOR PUBLICATION/////

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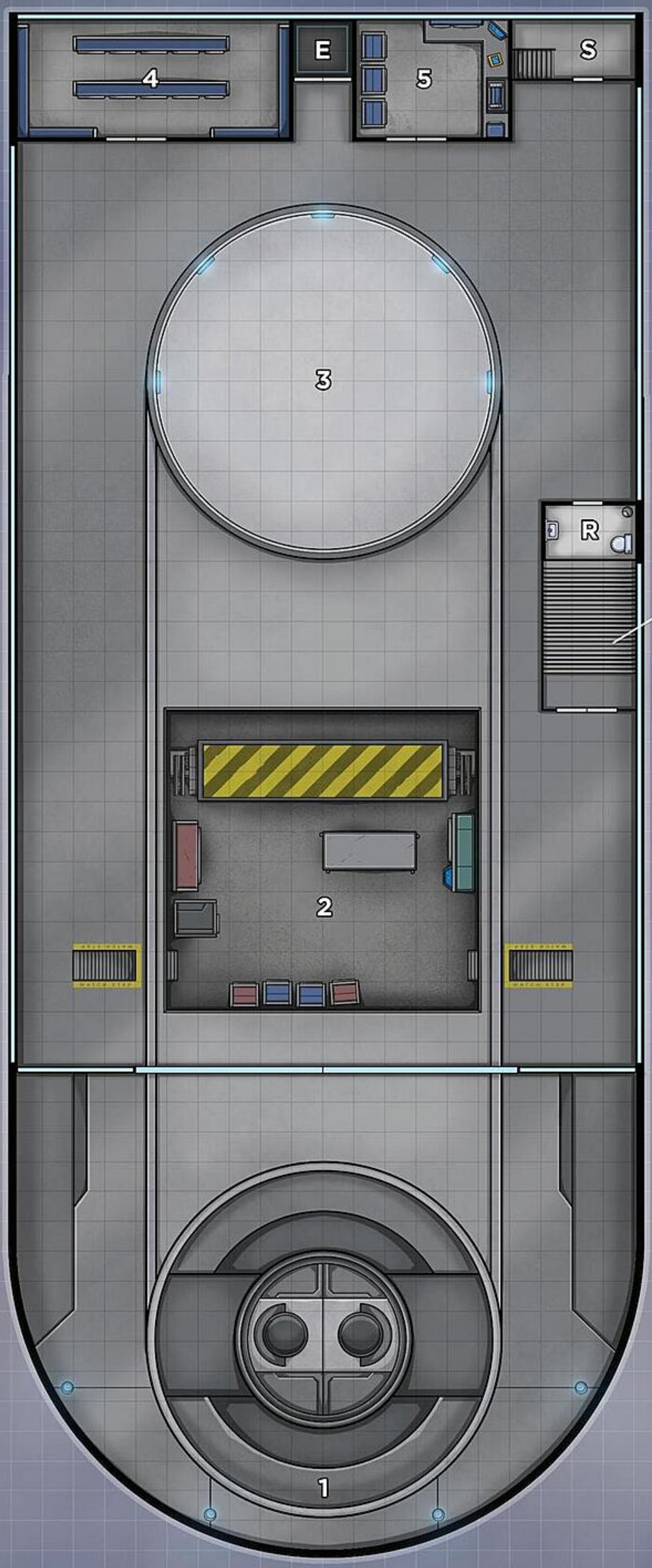
[RESTRICTED ACCESS]

/////NOT FOR PUBLICATION/////

AVENGERS TOWER

////DESIGNATION: QUINJET HANGAR



1. Landing Platform
2. Lower Maintenance Pit
3. Quinjet Platform
4. Parts Storage
5. Machine Room
E. Elevator
R. Restroom
S. Stairs

One Square Equals 5 ft.

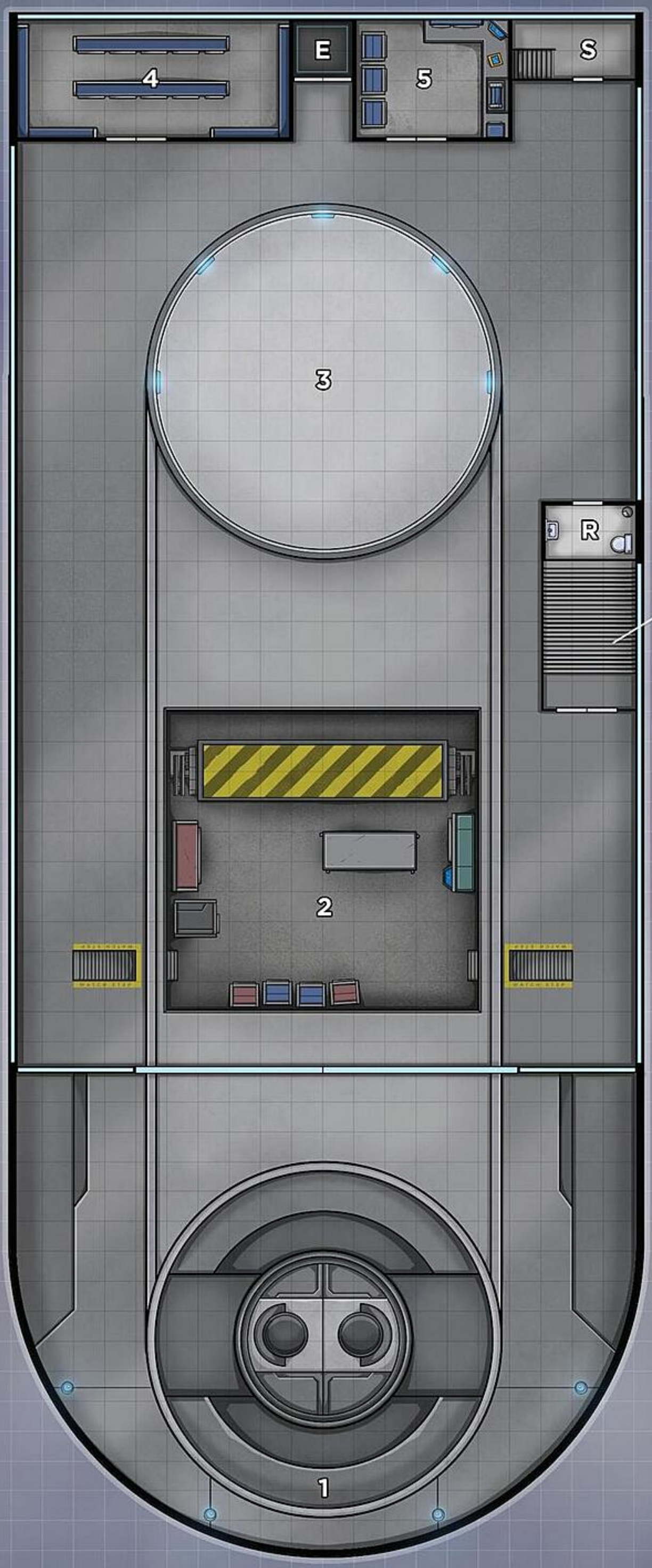
AVENGERS ARCHIVES

[RESTRICTED ACCESS]

/////NOT FOR PUBLICATION/////

AVENGERS TOWER

////DESIGNATION: QUINJET HANGAR



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AVENGERS ARCHIVES

[RESTRICTED ACCESS]

/////NOT FOR PUBLICATION/////

AVENGERS TOWER

DESIGNATIONS: BANQUET ROOM & BASEMENT ENTRANCE

1. Arrival Area
2. Interview Room
3. Food Prep
4. Restroom
5. Gift Table
6. Ice Sculpture
7. Bar
8. Balcony
9. Stairs

E. Elevators

S. Scanners

V. Video Screens

Central elevator leads to banquet room

One Square Equals 5 ft.

AVENGERS ARCHIVES

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V. Video Screens

Central elevator leads to banquet room

One Square Equals 5 ft.

Kang

As the person who poses the greatest threat to the timestream and has conquered many eras in it, the fact that Kang regularly clashes with the Avengers indicates how important they are to the wide sweep of history. He even reaches out to them for help when he thinks he can get them to aid him in facing a common threat.

Nathaniel Richards—the man behind Kang's mask—has faced the Avengers in several guises, many of which have become separated from each other due to Kang's constant traveling through time. This includes foes like Rama-Tut, Immortus and the Scarlet Centurion. As Immortus, he became an ally of the Avengers for a while, even presiding over the double wedding of Mantis to the Cotati incarnation of the Swordsman and of the Vision to the Scarlet Witch.

In addition, a younger version of Kang became a hero all his own, determined not to become the legendary villain. As Iron Lad, he was an important member of the Young Avengers right up until his death. Recently, he was resurrected as Kid Immortus and has become a student at the Avengers Academy.

When the Avengers encounter Kang, they always have to ask two questions. First, which version of him is this? Second, can they possibly trust him?

The Masters of Evil

High-ranking Nazi Baron Heinrich Zemo hated Captain America and Bucky so much that he made a last desperate attempt to kill the duo in the final days of World War II. When Captain America returned from being frozen in ice and joined the Avengers, Zemo assembled a team of his own to destroy his old nemesis and his new friends. Even after Zemo failed, his son Helmut took up the cause, becoming the new Baron Zemo and gathering villainous teams of his own.

The Masters of Evil sometimes stand on their own, but they've worked closely with Hydra as well. Despite that, Zemo's schemes sometimes backfire on him, such as when he had the Masters of Evil pretend to be a team of heroes: the original Thunderbolts. Many of his underlings turned against him when they realized they preferred working as heroes rather than villains.

Thanos

The Mad Titan known as Thanos is perhaps the greatest villain the universe has ever known. After the Avengers helped thwart his use of the Infinity Gauntlet to wipe out half the lives in the universe, he has treated them as one of the biggest threats to his plans. He often sends the Black Order ahead of him to soften his foes up, and he's cunning enough to take advantage of the situation when the Avengers are off dealing with other issues.

The fact that Thanos' younger brother Starfox was an Avenger for a long time did nothing to ameliorate his anger with them. If anything, it stoked it.

Other Eternals have worked with the Avengers over the years, including Sersi and Gilgamesh. While they're not directly related to Thanos, they do not deny their connection with him.

PLAYING THE AVENGERS

The Avengers are the largest and most important team of heroes on Earth. To many heroes, being an Avenger means you've made it to the big leagues. So it's no surprise that many players would love to have their characters be part of it.

Theme

The Avengers are the team that tackles the problems no one else in the world can handle. Things that no single hero—even the most powerful—could deal with on their own.

The Avengers aren't a family. They're a team.

Most of the members have busy and vibrant lives outside of their work with the Avengers. They have friends and family they care about, communities they're a part of and enemies who cause them no end of trouble. But they can handle all those things by themselves, and they try not to carry any baggage with them when they're working with the team.

When the worst disasters happen, people don't turn to the X-Men or the Eternals or anyone else. They call on the Avengers.

The Avengers are organized democratically. They vote on who they want their leader to be, and that leader then organizes the rest of the team around their needs. While there can be some overlap, most of the time, the members of the team have distinct roles to play and are valued for their unique powers and skills.

Of course, when necessary, the Avengers can call on just about anyone from the team's past to help them out. As longtime members like to say, "Once an Avenger, always an Avenger."

Style

Avengers teams come in three varieties.

First, there's the main team. These heroes are usually associated with Iron Man or Captain America, and they carry the legacy of the original team all the way through to today. The members are some of the most powerful heroes known anywhere. This team usually has a premier headquarters and the best funding. Their members are often international superstars.

Second, there's usually an auxiliary team, often composed of heroes who can dedicate more of their time to Avengers activities. This team usually has its own leadership structure and works separately from the marquee team. Despite that, there can be some overlap, with heroes serving on both teams at once.

Third, there are the reservists. These are people who were once Avengers but are no longer active members of either of the other teams. Despite that, they can be called up at any time. Sometimes this is because the Avengers need their unique abilities for a particular challenge. Other times, it's when the fate of the world is at stake and the Avengers need all hands on deck.

Purpose

The Avengers have clear goals:

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Sometimes the Avengers get wrapped up in legal issues like the Superhuman Registration Act. Or they decide to take action to stop problems long before they happen. Both cases have caused massive rifts in the team in the past, so the Avengers leadership works to avoid such troubles today. These days, they think of themselves not as the police department of the world—actively looking to put a stop to trouble, often before it starts—but the fire department—taking care of trouble as it happens—instead.

Transportation

Many of the most powerful Avengers can fly on their own and can get places faster than a jet can carry them. That's usually not true of every member of the team though.

Much of the time, especially for long distances, the Avengers make use of supersonic VTOL aircraft called Quinjets to get where they must be. See Chapter 8: New Rules for a Quinjet profile.

Sometimes the heroes rely on teammates with powers like Group Flight to move them short distances fast. This can come in handy when trying to get through Manhattan's crosstown traffic.

Art by John Buscema & Tom Palmer

When necessary, the Avengers sometimes call on heroes with teleportation abilities to transport them even faster. The Impossible City, for instance, has built-in teleportation powers, making it easier than ever for team members to react to situations and reach trouble spots before it's too late.

JOINING THE AVENGERS

Characters can join the Avengers in a number of different ways.

Answer the Call

Sometimes the Avengers have open calls for new members. This doesn't happen as often these days as it did in the past, but there's no reason the team couldn't go looking for new blood and find the heroes ready.

In peaceful times, the Avengers simply post notices and send out press releases notifying the public that they're looking for new members. They usually ask hopefuls to arrive at their headquarters (or some other more accessible location) at a specific time.

In times of emergency, the Avengers sometimes put out a call for all available heroes to meet them at a certain place as soon as possible. Those who show up can be made Avengers on the spot. They might not get a secure place on the team at that moment, but if everything goes well and they impress the existing members, they could find their temporary membership made permanent.

Get Invited

When the Avengers collaborate with other heroes and discover that they work well together, they have been known to extend an invitation to join the team. Spider-Man (Peter Parker) helped the Avengers countless times before he finally became a full-time member. He turned down actual invitations many times, pointing out that he preferred to work alone. It wasn't until the prison breakout at the Raft that Captain America was able to finally talk him into joining.

The same thing can happen with the heroes. If the Avengers are shorthanded or need someone with their particular abilities, the leader could extend an official invitation to them straightaway. Other times, the leader might wait until the heroes have their first adventure helping the Avengers, just to make sure they work well with each other. Either way, it's good to be wanted.

Start a Team

If the heroes like (and the Narrator approves), they can simply form a team of their own and be their world's Avengers. They could form the main team or perhaps one of the auxiliary teams. It depends on the kinds of adventures the players want to have.

Either way, heroes with their own Avengers team have the option to call on other Avengers from previous teams when necessary. It's up to the Narrator as to who might be available to help at any given time, but this can be a great way to supplement the roster when necessary—or for the Narrator to feed the heroes information they need.

ADVENTURE HOOKS

Here are five adventure hooks for games that involve the Avengers or a team like them.

- Earthquakes affect several places around the world. Analysis shows that the plates below the earth are not pushing against each other but moving apart. It soon becomes clear that the world is actually growing! Is someone trying to destroy the entire planet? Do they just want to access something inside it? Or is something inside trying to escape? What can the heroes do to halt the damage while they figure this out?
- A force-field appears around the Impossible City, refusing to let anyone in. It claims that the heroes are not the versions it recognizes but alternates from a different universe. Is the city correct, or has someone managed to fool it to cut the heroes off from their headquarters when they might need it most? If the heroes are in the wrong world, how do they get home? And what happened to the versions of themselves that belong here?
- Thanos has become frustrated with trying to win the love of Death and mounts an attack on Valhalla. Does he want to destroy it and every one of the honored dead within its halls? Or does he mean to unleash them all upon the world, robbing Death of her victory over them? And do the legendary inhabitants fight against him or alongside him?
- Doctor Doom announces a million-dollar bounty on every super-powered vigilante in the world, with a doubling bonus for any active Avengers. Bounty hunters begin mounting massive attacks against every one of them. What's Doom's ultimate plan? Will he actually pay? Did he really make the offer, or might it have come from a Doombot or another impostor?
- A device detonates that renders every bit of post–World War II technology within the radius of New York City—or that enters it later—useless. Nothing that uses anything as advanced as a transistor functions any longer, including most powers tied to the Tech Reliance trait. Is this a time-based effect, suggesting an attack by Kang? Or a magic-based one, perhaps implicating Doctor Doom? Or is someone else behind it? Whoever it is, what is their ultimate goal?

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COLEMAN
+
GREEN
CRAMER

COLEMAN
+
GREEN
CRAMER

3

AVENGERS-INSPIRED TEAMS

The advent of the Avengers and their success as a team of the world's mightiest heroes inspired countless other heroes to join together as well. The basic concept behind each group is the same: Together, we can handle challenges that none of us can handle apart.

Here are some of the best-known and most successful teams inspired by the success of the Avengers. Some of them have come and gone, while others have long histories that intertwine with that of the main team. But they were all made up of true heroes.

THE WEST COAST AVENGERS

Shortly after many heroes were kidnapped to Battleworld by the Beyonder, a damaged and paranoid Vision installed himself as the leader of the Avengers and began making plans to expand the organization across the globe. Though the android almost immediately stepped down from the team after his brain damage was discovered and corrected, his plans for an L.A.-based branch of the Avengers continued to move forward.

The First West Coast Avengers

This new Avengers branch was initially led by Hawkeye (Clint Barton) and staffed largely by former Avengers, with a couple of exceptions: Barton's newlywed wife Mockingbird (Bobbi Morse) and the new Iron Man (Jim Rhodes). The mysterious mercenary Shroud was also offered a position on day one, and though he ultimately rejected official membership, he continued to aid the team from afar throughout its lifetime.

The First West Coast Avengers

Initial Lineup:

- Hawkeye (Clint Barton)
- Iron Man (Jim Rhodes)
- Mockingbird (Bobbi Morse)
- Tigra (Greer Nelson)
- Wonder Man (Simon Williams)

Later Additions:

- Darkhawk (Chris Powell)
- Hank Pym
- Human Torch (Jim Hammond)
- Iron Man (Tony Stark)
- Living Lightning (Miguel Santos)
- Moon Knight (Marc Spector)
- Scarlet Witch (Wanda Maximoff)
- Spider-Woman (Julia Carpenter)
- U.S.Agent (John Walker)
- War Machine (Jim Rhodes)
- Wasp (Janet Van Dyne)

After the team's first couple of missions, Rhodes turned the Iron Man name and armor back over to Tony Stark and left the group, though he returned, much later, as War Machine. This departure set the tone for much of the team's run, which was marked by a revolving door of arrivals and departures.

3

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After the team's first couple of missions, Rhodes turned the Iron Man name and armor back over to Tony Stark and left the group, though he returned, much later, as War Machine. This departure set the tone for much of the team's run, which was marked by a revolving door of arrivals and departures.

The team's only consistent members were its leaders: Hawkeye and Mockingbird. The husband-and-wife duo led the West Coast Avengers through dozens of adventures across time and space and other dimensions. They fought demons, criminal cartels and even globe-spanning threats like Ultron and Immortus.

Later, Mockingbird was secretly replaced by a Skrull agent who subsequently died in battle, leaving Hawkeye a distraught widower. With the team's leaders both out of commission—and the Avengers as a whole losing international backing due to their intervention in the Genoshan Civil War*—the Vision called a vote to formally disband the West Coast Avengers.

Force Works

Tony Stark cast the deciding vote that ended the West Coast Avengers, but only so he could persuade its remaining members to join his new private team: Force Works. This team was stationed in a private compound just outside L.A., where it could carry on the work of the West Coast Avengers, albeit with a more independent, global focus.

Force Works

Initial Lineup:

- Iron Man (Tony Stark)
- Scarlet Witch (Wanda Maximoff)
- Spider-Woman (Julia Carpenter)
- U.S.Agent (John Walker)
- Wonder Man (Simon Williams)

Later Additions:

- Century
- Cybermancer (Suzi Endo)

The group's global mission statement proved prophetic when aliens attacked Force Works and killed Wonder Man. While attempting to drive the alien forces back, Scarlet Witch inadvertently summoned his replacement: an alien named Century.

Across their next several missions, Force Works proved to be adept protectors of Earth. Unfortunately, the team's lifeline was cut short when Kang turned Iron Man evil. The team tried to bring Iron Man back to his senses and ultimately succeeded, only for Stark to sacrifice himself while driving the time-traveling villain away. Disheartened, the rest of the team disbanded.

Years later, Maria Hill revived Force Works' name for a short-lived S.H.I.E.L.D. strike team. The task force was created to subdue artificial intelligences who were taking part in a robot revolution. However, besides the presence of Mockingbird and U.S.Agent, this team had almost nothing to do with the original Force Works or the West Coast Avengers.

*EDITOR'S NOTE: THE EVENTS OF THE GENOSHAN CIVIL WAR PLAYED OUT IN THE BLOODTIES STORYLINE IN *AVENGERS #368-369, X-MEN #26, AVENGERS WEST COAST #101* AND *UNCANNY X-MEN #307.*

--GENOSHAN GENOVERTON

Art by Terry Dodson & Rachel Dodson

Kate Bishop's West Coast Avengers

For a long time, the Avengers had no official presence on the West Coast, but after Hydra nearly conquered the United States, Hawkeye (Clint Barton) decided that the Avengers ought to have a wider presence across the country again. He called the other Hawkeye (Kate Bishop) and offered to help expand her L.A.-based private detective agency into a new iteration of the West Coast Avengers.

Kate Bishop's West Coast Avengers

Initial Lineup:

- Fuse (Johnny Watts)
- Gwenpool (Gwen Poole)
- Hawkeye (Clint Barton)
- Hawkeye (Kate Bishop)
- Kid Omega (Quentin Quire)
- Ms. America (America Chavez)

Later Additions:

- Alloy (Ramone Watts)
- Jeff the Land Shark
- Marvel Boy (Noh-Varr)

To finance the venture, the team invited a reality TV show crew to document their activities. Though Bishop's West Coast Avengers ran out of steam after a handful of missions, the footage of the team provided a rare look into the inner lives of many of the Avengers' most important young members—and also Jeff the Land Shark.

The New West Coast Avengers

After the fall of Krakoa, Iron Man (Tony Stark) decided to restart the West Coast Avengers along with a prison work-release program explicitly dedicated to reforming incarcerated villains. The team began with villains Killerwatt, Absorbing Man and Titanium Man, but the last two quit when Iron Man welcomed a heroic version of Ultron on to their roster.

The New West Coast Avengers

- Firestar (Angelica Jones)
- Iron Man (Tony Stark)
- Killerwatt (Chad Braxton)
- Spider-Woman (Jessica Drew)
- Ultron
- War Machine (Jim Rhodes)

Headquarters

The first and most important West Coast Avengers headquarters was built out of the ruins of a palatial Hollywood estate originally commissioned by a prominent silent-film star. Though the Avengers made a number of high-tech additions to the location—including a hangar and a fully stocked scientific laboratory—the building's prominent outdoor swimming pool and courtyard made its origins as a luxurious home self-evident.

The estate was shuttered after the initial team dissolved. However, the Avengers reopened it briefly, some years later, to host Avengers Academy. After the West Coast Avengers became Force Works, Tony Stark moved the team to a state-of-the-art Stark Industries facility built into the face of a cliff outside Los Angeles, a facility appropriately called the Works. This too was shuttered after that team's dissolution.

Kate Bishop's West Coast Avengers spent a lot of money turning the old Hawkeye Investigations building into a proper team headquarters, but the group dissolved before they had a chance to really use it.

The newest West Coast Avengers operate out of a once-shuttered Santa Monica airport that Stark purchased with the intent to turn part of the location into low-income housing.

Playing West Coast Avengers

Maybe it's the bright sun, the sandy beaches or the gentle sea breeze, but the West Coast Avengers tend to have more freewheeling, laid-back adventures than their East Coast colleagues. The threats they face are more likely to take the form of an undiscovered alien species or a time-traveling trip to the Wild West than a major villain like Ultron or Kang. Even when they do have to fight Ultron, they can have a barbecue and chill out by the pool afterward.

West Coast Avengers are typically Ranks 2 to 4 and are either at or near their rank cap. Their leaders may play things loose, but they still prefer to recruit experienced, adult heroes—particularly ones who have worked on a team before.

A West Coast Avengers–style team can provide players with a good opportunity to experiment with telling episodic stories focused around a larger rotating cast. Players may even want to cycle through heroes each session, trying on new roles until they find one that really clicks with them.

Adventure Hooks

Here are three adventure hooks for the West Coast Avengers or teams like them:

- An important team member leaves, and none of the group's usual allies or reserve members are willing to take their place. How does the team fill the gap? Do they hold tryouts? Do they follow up on a rumor of a mysterious new vigilante stalking the streets of L.A.? Or do the team's scientists try creating a robotic replacement?
- Wonder Man (Simon Williams) is starring in a controversial upcoming movie about the dark history of Hydra. Fearing an attack on the set, Williams calls on his old friends to help protect the shoot. Can the team keep Hydra from derailing the movie? Alternatively, has Williams been tricked into starring in Hydra propaganda?
- After receiving a massive power boost, Graviton threatens to reverse the Earth's gravitational pull and fling everyone into orbit—unless they make him the undisputed leader of the planet. Anyone who tries to contest him is immediately shot into space. How can the team beat a villain they can't even get close to? Furthermore, what sort of deal must Graviton have struck to obtain this kind of power? Or is he bluffing?

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AVENGERS ARCHIVES

[RESTRICTED ACCESS]

/////NOT FOR PUBLICATION/////

WEST COAST AVENGERS HEADQUARTERS

////DESIGNATION: ARCHITECTURE [BASE]////

Control Tower

Floors 2-5

Ground Floor

1. Reception
2. Lounge
3. Kitchen
4. Locker Room
5. Gymnasium
6. Cafeteria
7. Quinjet Access
8. Quinjet Hangar
9. Quinjet Landing Pad
10. Water Control
11. Electrical Control
12. Private Suite
13. High-Security Lab
14. Server Room
15. Operations
16. Conference Room
17. Armory
18. Security Office

B. Bathroom
C. Closet
E. Elevator
J. Janitorial Closet
O. Admin Office
P. Pantry
R. Restroom
S. Storage
SC. Security Checkpoint

One Square Equals 5 ft.

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One Square Equals 5 ft.

THE YOUNG AVENGERS

In an attempt to escape the grasp of his future self—Kang the Conqueror—Iron Lad (Nathaniel Richards) fled from his native time to the modern era of Earth-616. While taking shelter in the wreckage of Avengers Mansion, he uncovered an old fail-safe program inside the head of the recently dismantled Vision containing location data on the progeny of the Avengers and their allies. Hoping to both do some good for humanity and protect himself from Kang, Iron Lad used this data to assemble the Young Avengers.

The Young Assemble

At first, the Young Avengers had just four members, but on one of their first missions, they helped Stature (Cassie Lang) and Hawkeye (Kate Bishop) foil a hostage situation and subsequently added them to the ranks. In their early days, the team operated in spite of the actual Avengers, who weren't thrilled about a bunch of unsupervised super-teens running around calling themselves Avengers.

This conflict came to a head when Kang arrived and convinced the Avengers that Iron Lad had to be returned to his original time lest his presence destabilize the whole timeline. The Young Avengers fought hard to keep the Avengers from delivering Iron Lad to his native era, but after witnessing the damage his presence had caused, Iron Lad willingly returned home. His high-tech armor, however, remained behind, where it merged with the remnants of the Vision to form a unique new Vision named Jonas.

The Avengers agreed to leave the Young Avengers alone for the time being. Soon after, Hulkling was kidnapped by Skrull operatives, and to get him back, the Young Avengers recruited Speed (Tommy Shepherd) into their ranks. Only after the fact did they realize that Speed and Wiccan were the reincarnated sons of the Scarlet Witch and the original Vision.

On their next major adventure, the team encountered the Scarlet Witch in Latveria, being held captive by Doctor Doom. Iron Lad returned from the future to help rescue her, but Doom followed them back to America and absorbed the Scarlet Witch's power. He was able to hold on to it for only a few moments, but that was long enough for him to kill Stature.

In hopes of finding a way to revive Stature, Iron Lad went back into the timestream. The rest of the team disbanded, unwilling to go on after having lost two of their own in such quick succession.

The Young Avengers

- Hawkeye (Kate Bishop)
- Hulkling (Teddy Altman)
- Iron Lad (Nathaniel Richards)
- Patriot (Eli Bradley)
- Speed (Tommy Shepherd)
- Stature (Cassie Lang)
- Vision (Jonas)
- Wiccan (Billy Kaplan)

The Revived Young Avengers

Some months later, a youthened Loki attempted to accelerate Wiccan's long-prophesied transformation into the omnipotent Demiurge by subtly manipulating the boy into summoning a replacement for Hulkling's dead mother. The spell, however, went wild and instead summoned an otherworldly entity called Mother: a deadly psychic parasite with complete control over mature adults.

To combat Mother, Wiccan and Hulkling had no choice but to get the Young Avengers back together. Out of remorse, Loki helped the team temporarily seal Mother on Earth, giving them a chance to hop on Marvel Boy's spaceship and regroup off-planet.

Along the way, the team encountered two more of Mother's allies: a strange entity in the guise of Patriot and Leah, a physical manifestation of Loki's guilty conscience. With the help of Prodigy, the team rescued a kidnapped Speed from the clutches of the Patriot entity. Loki then confessed his sins to the team, made peace with Leah and helped Wiccan partially unlock the abilities of the Demiurge, granting the young mage the power he needed to destroy Mother.

The new Young Avengers stuck together for a little while after that but ultimately disbanded after Hulkling and Wiccan left the team to get married and help preside over the new Kree/Skrull Alliance. Under the right circumstances, though, there's little doubt that they would re-form the group in a heartbeat.

The Revived Young Avengers

- Hawkeye (Kate Bishop)
- Hulkling (Teddy Altman)
- Kid Loki
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Headquarters

The Young Avengers initially operated out of the wreckage of Avengers Mansion, but after their first conflict with the Avengers, they moved into a derelict publishing house owned by Kate Bishop's father.

The location was little more than a basic meeting space, but it suited their purposes well. However, they spent just as much time palling around on the streets of New York or traveling the cosmos on Marvel Boy's spaceship as they did meeting in their actual headquarters.

Playing Young Avengers

Though the Young Avengers are technically adults, when they first met, they were inexperienced heroes trying to figure out who they wanted to be when they grew up. Most of their villains were dark manifestations of themselves or their parents—representations of who the heroes might become if they weren't careful.

Heroes on the Young Avengers—or a team like it—are likely between Ranks 1 and 4 but may have a higher rank cap. These are heroes still coming into their own. They have good hearts and incredible abilities, but they may not yet know how best to use them.

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Teams of this sort often come about as a response to a specific crisis. They don't typically go around looking to recruit people. Instead, the members naturally bond over common circumstances and a shared sense of young angst.

Adventure Hooks

Here are three adventure hooks for the Young Avengers or teams like them:

- Iron Lad—now Teen Immortus—invites his old teammates from the Young Avengers to help his new friends at Avengers Academy investigate a strange disturbance involving the crystal shard that keeps the school in several locations at once. Could this disturbance portend the return of Mother, or is something even darker afoot? More importantly, what might the heroes make of a school where the Avengers encourage the exact sort of behavior they used to discourage in the Young Avengers?
- The team is nearly laid to waste by what seems to be an evil future incarnation of one of their own. Is it really an alternate version of a Young Avenger? If so, which one—does the team even know? Or is someone trying to sow suspicion among the group?
- A team member's parents suddenly turn evil and try to take over the world. Is an outside influence responsible for this? Or do the parents have a good reason for their seemingly nefarious actions? How might the team confront someone with far more experience than themselves?

THE CHAMPIONS

The latest version of the Champions was founded after several younger members of the Avengers became disillusioned with the team and decided to strike out on their own.

The Original Champions

The first team to use the name Champions was based in Los Angeles, California, and it brought together members of the X-Men (Angel and Iceman) with Ghost Rider (Johnny Blaze) and two heroes who would go on to be longtime members of the Avengers: Hercules and Black Widow (Natasha Romanoff).

Angel had recently come into his inheritance and bankrolled the team, including paying for outfitting their headquarters. Despite this, the team didn't last long, and the members eventually went their separate ways. The idea of having a team of super heroes on the West Coast had merit, though, and the Avengers eventually opened an official spin-off team in L.A. as well, as seen earlier in this chapter.

Ms. Marvel's Champions

Ms. Marvel (Kamala Khan), Nova (Sam Alexander) and Spider-Man (Miles Morales) had all been part of the Avengers during the second superhuman civil war. Disgusted with how the veteran super heroes had acted during the conflict, they all decided to leave that team and strike out on their own. The three of them joined together and brought Hulk (Amadeus Cho) and Viv Vision on to the new team, which they called the Champions. A younger version of Cyclops (Scott Summers), who was visiting from the past, joined soon after.

During the Hydra takeover of the United States under the fake Captain America, the Black Widow (Natasha Romanoff) trained the Champions as part of a new team she called the Red Room, and she brought in Ironheart (Riri Williams) and the new Falcon (Joaquin Torres) and new Wasp (Nadia Van Dyne) too. Later, other young heroes joined the Champions after Hydra had been overthrown, at about the time that Cyclops had to leave.

The Champions

- Brawn/Hulk (Amadeus Cho)
- Cyclops (young Scott Summers)
- Falcon (Joaquin Torres)
- Ironheart (Riri Williams)
- Ms. Marvel (Kamala Khan)
- Nova (Sam Alexander)
- Spider-Man (Miles Morales)
- Viv Vision
- Wasp (Nadia Van Dyne)

Kamala's Law

The Underage Superhuman Welfare Act outlawed anyone under the age of 21 from using super-powers as a vigilante unless they were working with an assigned mentor. This law passed after an Asgardian dragon (still on Earth after the War of the Realms) attacked Coles Academic High School, which Ms. Marvel attended in her secret identity as Kamala Khan. In the course of the attack, Khan put herself in harm's way to save others and was knocked into a coma. In honor of her bravery, the law became known as Kamala's Law.

When Khan awakened from her coma, she was not happy, and she worked publicly to get the law overturned. Until that happened, a group known as C.R.A.D.L.E. (Child Hero Reconnaissance and Disruption Law Enforcement) worked to remove unsponsored underage heroes from the streets, causing trouble for many members of the Champions and countless other young heroes.

Headquarters

At first, the Champions simply met where and when they could, often on rooftops in New York City or Jersey City. After Ironheart and Wasp joined the team, they worked with Cho to build a VTOL airship they could use as the Champions Mobile Bunker (CMB). It has communications technology and enough rooms for nearly every member to have their own space when necessary.

The CMB was confiscated when Kamala's Law was in effect, but the Champions later recovered it.

Playing Champions

Heroes on the Champions—or a team like it—tend to be young and idealistic. Many of them already understand how to use their powers, but they want to do something with those powers to promote the greater good rather than simply stopping crimes. They call back to the legendary motto of Spider-Man (Peter Parker): "With great power there must also come great responsibility."

Unlike many adult heroes—who normally try to stay out of politics that don't directly affect them—the Champions are often willing to take stands not just on their own behalf but for their communities too. They know that it's hard for

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- Wasp (Nadia Van Dyne)

Kamala's Law

The Underage Superhuman Welfare Act outlawed anyone under the age of 21 from using super-powers as a vigilante unless they were working with an assigned mentor. This law passed after an Asgardian dragon (still on Earth after the War of the Realms) attacked Coles Academic High School, which Ms. Marvel attended in her secret identity as Kamala Khan. In the course of the attack, Khan put herself in harm's way to save others and was knocked into a coma. In honor of her bravery, the law became known as Kamala's Law.

When Khan awakened from her coma, she was not happy, and she worked publicly to get the law overturned. Until that happened, a group known as C.R.A.D.L.E. (Child Hero Reconnaissance and Disruption Law Enforcement) worked to remove unsponsored underage heroes from the streets, causing trouble for many members of the Champions and countless other young heroes.

Headquarters

At first, the Champions simply met where and when they could, often on rooftops in New York City or Jersey City. After Ironheart and Wasp joined the team, they worked with Cho to build a VTOL airship they could use as the Champions Mobile Bunker (CMB). It has communications technology and enough rooms for nearly every member to have their own space when necessary.

The CMB was confiscated when Kamala's Law was in effect, but the Champions later recovered it.

Playing Champions

Heroes on the Champions—or a team like it—tend to be young and idealistic. Many of them already understand how to use their powers, but they want to do something with those powers to promote the greater good rather than simply stopping crimes. They call back to the legendary motto of Spider-Man (Peter Parker): "With great power there must also come great responsibility."

Unlike many adult heroes—who normally try to stay out of politics that don't directly affect them—the Champions are often willing to take stands not just on their own behalf but for their communities too. They know that it's hard for

individuals (even ones with super-powers) to tackle systemic problems. This is why they band together to support everyone around them.

Heroes in such a group should be anywhere from Rank 1 to Rank 4, depending on their powers. Often, they are Rank 2 or 3 but have not quite hit their rank cap yet.

The Champions don't go looking for young heroes who have just discovered their powers. (That kind of duty falls more often to the X-Men, at least when it comes to mutants.) They don't have any way to detect new heroes, so they wait for heroes to emerge on their own and then speak with those who are willing.

Adventure Hooks

Here are three adventure hooks for the Champions or teams like them:

- The heroes hear about a reunion of the original Champions happening in Los Angeles and make plans to pile into the CMB and visit their namesake team. Will they be welcome? Will the old team see them as usurpers? Or might this be a trap someone else has set for them?
- A K-pop concert (or a Dazzler concert, if the heroes like) is happening at Madison Square Garden, and the heroes have been given free backstage passes. Should they go in costume and risk drawing an attack? Should they give the tickets to their secret identities? Or to someone else? Maybe this is a chance to have some fun, but what do they do if the band calls them on stage?
- A few students have started developing super-powers in the middle of class at Brooklyn Visions Academy, where Spider-Man (Miles Morales) goes to school, causing all sorts of chaos. The powers fade away soon after the Champions arrive to investigate. Is this a plot to create new super villains? Is someone spiking the juice in the cafeteria with Mutant Growth Hormone? Or maybe someone is hoping to get Kamala's Law back on the books.

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THE ULTIMATES

The birth of the Eighth Cosmos sparked a renewed interest in the wider cosmos among the Avengers, particularly Captain Marvel (Carol Danvers), who spearheaded two new cosmically focused projects.

The first was the Alpha Flight Space Program,* a government-backed initiative dedicated to defending against extraterrestrial threats. The second was the Ultimates, a strike team capable of soaring to the stars and solving cosmic-level problems before they came to threaten Earth. An ultimate team for the ultimate problems.

The Ultimates

Danvers picked four of the most powerful people she knew to join her team, and they set to work.

The Ultimates

- Black Panther (T'Challa)
- Blue Marvel (Adam Brashear)
- Captain Marvel (Carol Danvers)
- Ms. America (America Chavez)
- Spectrum (Monica Rambeau)

The Ultimates immediately proved to be a massive success. On their first mission, they forced Galactus into a procedure that transformed him from a being who devours living planets into one who gives dead planets new life. This single act saved trillions of lives, but the team was able to pull off only a few more such feats before they encountered a powerful precognitive Inhuman named Ulysses Cain.

Danvers' desire to use Cain's foresight to prevent future crimes was so controversial that it turned the Ultimates against each other and sparked the second superhuman civil war. At the end of the conflict, a government group called the Troubleshooters stripped the Ultimates of their federal backing, forcing the team to dissolve.

More Ultimates

Months later, just as the team was considering getting back together, the Ultimates were suddenly summoned to Galactus' ship—the *Taa II*—to discuss a matter of cosmic proportions. Eternity, the physical embodiment of the Eighth Cosmos, was being drained of life by the First Firmament, the avatar of the original cosmos. The past was literally threatening to devour the future.

The Troubleshooters tracked the Ultimates to Galactus' home, initially to prevent the team from reuniting. After learning the stakes at hand, they instead decided to restore the team's government backing. While the Ultimates worked to

*EDITOR'S NOTE: FOR MORE ON THE ALPHA FLIGHT SPACE PROGRAM, CHECK OUT THE ALPHA FLIGHT CHAPTER OF THE *X-MEN EXPANSION!* --FAR-OUT OVERTON

solve the problem, the Maker (Earth-1610's Reed Richards) took it upon himself to try to stabilize Eternity by collapsing the Multiverse down into a single, shared universe. Knowing this would actually weaken Eternity, the Ultimates rushed to stop him.

The Maker attempted to defend himself by summoning the Ultimates of his home universe to his aid. However, after a brief fight, the two teams realized the Maker was their common foe, and they dismantled the villain's scheme together. The restoration of the Multiverse freed Eternity from its prison long enough for it to summon the avatars of the other old cosmos to help lock the First Firmament away for good.

With the crisis resolved, both Ultimates teams returned to their respective homes and lives. Though Earth-616's Ultimates never formally dissolved, they have been inactive for some time now. Some of the members joined a new cosmic version of the Defenders instead.

Headquarters

The Ultimates' only official headquarters was the Triskelion, a top-of-the-line government facility on an island just outside Manhattan. The facility was, appropriately, divided into three sections: one housing the Ultimates, one housing the Wakandan embassy and one housing ground control for the Alpha Flight Space Program.

At the time of its construction, the Triskelion was one of the most advanced and expensive facilities on the planet, but the Ultimates spent about as much time on Galactus' ship as they did roaming the halls of their terrestrial base. When you can fly around the galaxy at the speed of light, a stationary headquarters can seem a little quaint.

Playing the Ultimates

The Ultimates are the biggest of the big-picture super-teams. They don't deal with problems on the level of individual humans or planets or even universes. The troubles they tackle are so large—so conceptual—that even the heroes on the team can have trouble wrapping their minds around the stakes.

A team like the Ultimates should be made up of characters of Ranks 5 and 6. That said, their power levels might not matter much in battle. The threats such a team faces are typically impossible to resolve through pure physical might. As such, the Ultimates often have brilliant scientific and tactical minds in addition to world-shattering powers.

Since their inception, the Ultimates have never changed their lineup. To get in, a hero would have to be worthy of rivaling the best and brightest the planet has to offer.

Adventure Hooks

Here are three adventure hooks for the Ultimates or teams like them:

- The Ultimates receive a warning from Ulysses Cain that a Kree philosopher is about to embark upon a train of thought that will logically disprove the existence of mass, instantly annihilating all of creation. How can the team stop the philosopher from finishing his work? Furthermore, can they stop anyone else from stumbling upon the same ideas? Should they? Do they trust Cain enough to commit themselves to the mission?
- The Breaker-Apart, a version of the Hulk (Bruce Banner) possessed by the spirit of the One Below All—the source of all horror in the Multiverse, falls out of a dimensional portal and begins devouring entire solar systems. Can the Ultimates stop the ultimate avatar of destruction from wiping Earth-616 off the map? Is it still possible to separate the One Below All from the Hulk? After spending countless millennia smashing worlds, what might remain of this Bruce Banner?
- An evil, ultra-powerful incarnation of Hank Pym from another timeline hides an atom-sized bomb, capable of annihilating the entire universe, somewhere in the Milky Way. Can the team uncover the smallest needle in the biggest haystack? Or can they find some other way of outwitting one of the smartest men in existence?

THE THUNDERBOLTS

After the Avengers were seemingly killed by Onslaught, the people of the world scrambled to find a replacement for Earth's Mightiest Heroes. Sensing an opportunity to grab hold of the Avengers' government resources, Baron Zemo gathered his Masters of Evil and gave them new identities. Together, they formed the first Thunderbolts—an ostensibly heroic team with a secretly villainous purpose.

The Original Thunderbolts

Ironically, one of the first threats the Thunderbolts faced was a new mercenary incarnation of the Masters of Evil, led by the business magnate Crimson Cowl (Justine Hammer).

The Thunderbolts

Initial Lineup:

- Atlas (Goliath/Erik Josten)
- Citizen V (Baron Helmut Zemo)
- MACH-1 (Beetle/Abner Jenkins)
- Meteorite (Moonstone/Karla Sofen)
- Songbird (Screaming Mimi/Melissa Gold)
- Techno (Fixer/Norbert Ebersol)

Later Additions:

- Hawkeye (Clint Barton)
- Jolt (Helen Takahama)
- Radioactive Man (Chen Lu)
- Venom (Mac Gargan)

The Thunderbolts' victory over the new Masters of Evil instantly propelled them to a position of international fame, putting Zemo one step closer to the Avengers' resources. But after a few more such victories, the rest of the Thunderbolts began to fall in love with the adoration, respect and sense of accomplishment that came with being a super hero. They even accepted a genuinely heroic teen vigilante, Jolt, into their ranks.

Soon enough, Zemo and the rest of the Thunderbolts turned on one another. The team managed to defeat him, but not before he exposed their true identities to the world, forcing them to go on the run.

Art by Geraldo Borges & Arthur Hesli

Despite the setback, the Thunderbolts continued trying to build their reputation as heroes. Out of admiration for their efforts, Hawkeye (Clint Barton) approached the team and offered to help them get full pardons for their crimes—but only if they let him run their group. True to his word, Hawkeye did eventually convince the government to pardon everyone, on the condition that Barton himself serve a short stint in jail as punishment for assisting known criminals.

With Hawkeye gone, the team tried to reassemble around a partially reformed Baron Zemo, but Zemo dropped out of the group a few missions later after sustaining injuries in the field. Abner Jenkins took a brief stab at leading the team, only for his position to be usurped by Zemo's return.

During the first superhuman civil war, Zemo joined the Initiative and used their resources to massively expand the Thunderbolts into a militarized force of hero hunters. This brought the team the respect and legitimacy its members had so long desired, but it also transformed them into something fundamentally different from what they had once been. In time, all the original Thunderbolts left to pursue other projects.

Norman Osborn later took over the Initiative. After killing the Skrull Queen Veranke, he became the new U.S. director of national security. He promoted the remaining Thunderbolts into Avengers (see Chapter 7) and transferred the Thunderbolts name to his personal hit squadron. Though presented to the public as the future of heroism, both teams were largely villainous and lasted only as long as Osborn's reign.

The Later Thunderbolts

After Osborn's fall, Luke Cage created a new Thunderbolts team worthy of carrying on the original group's legacy. This new squadron was led by some of the original team's members, and it focused on reforming super villains incarcerated in the Raft.

Cage's Thunderbolts

Handlers:

- Fixer (Norbert Ebersol)
- Luke Cage
- MACH-V (Abner Jenkins)
- Songbird (Melissa Gold)

Prisoners:

- Crossbones (Brock Rumlow)
- Ghost
- Juggernaut (Cain Marko)
- Man-Thing (Ted Sallis)
- Moonstone (Karla Sofen)

Though not all of the incarcerated Thunderbolts reformed, enough did for Cage to call the project a success. He used Man-Thing's dimension-hopping powers to expand the scope of the team. Unfortunately, those powers malfunctioned and sent all the imprisoned Thunderbolts on a chaotic journey through the timestream. Though the lost members

eventually found their way back home, they didn't willingly return to jail, so the Thunderbolts program was once again shuttered.

The Red Hulk (Thaddeus Ross) briefly borrowed the Thunderbolts name for his covert strike team, but the use of the title had just as much to do with his old "Thunderbolt" nickname as it did with the team itself. In the meantime, most of the original Thunderbolts were brainwashed and reimprisoned by S.H.I.E.L.D. as part of the organization's notorious Pleasant Hill experiment.

Soon after that, a Hydra-controlled version of Captain America (Steve Rogers) took over both S.H.I.E.L.D. and the United States. Figuring that the best way to fight heroes turned villains was to use villains turned heroes, the Winter Soldier (Bucky Barnes) brought the Thunderbolts back together.

Barnes' Thunderbolts

- Atlas (Erik Josten)
- Fixer (Norbert Ebersol)
- Kobik
- MACH-X (Abner Jenkins)
- Moonstone (Karla Sofen)
- Songbird (Melissa Gold)
- Winter Soldier (Bucky Barnes)

Barnes and the Thunderbolts were making great strides toward dismantling Hydra's secret empire when they encountered Baron Zemo and his new Hydra-aligned Masters of Evil. With the Thunderbolts' loyalties split between their old and new leaders, the team's members turned on one another and ultimately broke up.

Nevertheless, the heroes of the world eventually triumphed, and due to his efforts against Hydra, the Kingpin (Wilson Fisk) was elected mayor of New York City. Fisk used his new authority to outlaw vigilantism throughout the city and to make the Thunderbolts his official superhuman peacekeepers.

Fisk's team initially included Baron Zemo and the Thunderbolts who were loyal to him, but after a bloody encounter with the Punisher wiped out half the squad, Fisk expanded the project to even worse super villains. He tried using the team to permanently cement his power over New York City, but the Avengers pushed back against his efforts. Eventually, they helped get Luke Cage elected in his place.

Having already been involved in one version of the Thunderbolts, Cage tried to redeem the team's good name by establishing his own team, led by Hawkeye (Clint Barton) and centered around established heroes. Unfortunately, due to budgetary restraints, the team dissolved just a few missions later.

The Thunderbolts name sat unused until Bucky Barnes—now known as the Revolution—decided to bring back the team as a covert strike squadron capable of taking out top Hydra leaders with minimal conflict or bloodshed. This team is still in its early days, though they did manage to put the Red Skull out of commission.

Barnes' Second Thunderbolts

- Black Widow (Natasha Romanoff)
- Contessa Valentina Allegra de Fontaine (LMD)
- The Destroyer (Sharon Carter)
- Red Guardian (Alexei Shostakov)
- The Revolution (Bucky Barnes)
- Shang-Chi
- U.S.Agent (John Walker)
- White Widow (Yelena Belova)

Headquarters

Though the Thunderbolts have used stationary headquarters and even operated out of famous buildings like Four Freedoms Plaza and the Raft, they are a mobile team first and foremost. Even when they have a headquarters, they spend more of their time globe-trotting than regrouping.

The team's current headquarters, and the one they have used the most during the last several years, is Thunderbolts Mountain: a military-style bunker carved out of the side of a snowy peak in Colorado. The base contains little in the way of high-tech equipment, which is fine by Barnes. He prefers to do most of his planning on paper.

Playing Thunderbolts

There have been many different versions of the Thunderbolts: some villainous, some heroic, most somewhere in between. One thing every version of the team has had in common is speed. Thunderbolts don't beat around the bush, trying to figure out the optimal solution for every problem. They mete out justice like lightning. Their real trouble lies in figuring out exactly what justice means.

Characters on a team like the Thunderbolts should generally be Ranks 2 to 5 and approaching their rank cap. Though the Thunderbolts have sometimes taken on inexperienced heroes like Jolt, such instances are exceptions.

The Thunderbolts are, at their core, about change, with villains learning to be more heroic and heroes learning to be more ruthless. For someone to change into something new, they have to be established as one thing first, so it helps if the characters on a Thunderbolts–style team already have some history behind them. A Thunderbolts campaign can serve as a good opportunity to delve into the heroes' backstories: to dissect what makes them who they are and what it would take for them to become somebody new.

The Thunderbolts have a loose team structure, with members frequently dropping out and joining back up. All you need to earn a place in their ranks is to prove that you can contribute to their action-focused modus operandi. If you can help the team move faster and hit harder, you're as good as hired.

Adventure Hooks

Here are three adventure hooks for the Thunderbolts or teams like them:

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team figure out which member isn't as reformed as they appear? If they find the traitor, does the team toss them out, or do they make another attempt to bring that person to the side of good? Is the intel even real, or is this a trick to tear the team apart?

- MACH-X (Abner Jenkins) fell in battle at the beginning of Hydra's secret empire, but his battle suit has recently been seen zipping all over New York City, spying on everyone from Spider-Man (Peter Parker) to former Thunderbolts. Is the suit acting autonomously? Did Jenkins somehow survive? Or is this some sort of trap set by Baron Zemo?
- The team receives a lucrative offer from the U.S. government to become the official protectors of Chicago, but there's a catch. They would be responsible for suppressing all unofficial vigilantism in Chicago, whether good or bad. Does the team take the money and compromise their values, or do they stick to their guns and risk having the feds come after them? Is this a legitimate offer, or is someone trying to turn the team against itself?

THE PET AVENGERS

Many super heroes have animal companions who help out in their work. Others have animal versions of themselves—sometimes from other universes—roaming around. When dangers arise that no single super-powered animal can get their teeth (or beak or claws) around on their own, they call in the Pet Avengers.

On Earth-616

In other dimensions, pets can speak with humans, but that's not usually the case on Earth-616, even for many of the Pet Avengers. While many of them are intelligent and have rich inner lives, they cannot speak, except to other animals—although most of them can understand English.

However, Throg (a human turned into a frog who then became a version of Thor, complete with a mini Mjolnir) can speak to humans, as can the wise ravens of Odin (and later inherited by Thor), Huginn and Muninn. As an alien who resembles a miniature dragon, Lockheed can also speak (although he does so rarely), and he can understand most languages as well.

Bats is a ghostly hound who lives with Doctor Strange. Although Bats can't speak English, people understand his barks thanks to a translation spell cast by Dr. Strange. Lockjaw—the companion of the Inhuman royal family—can teleport groups of people with himself, is super-strong and can track quarry across dimensions. He can understand English, although he cannot speak it.

On Earth-616, Throg is the undisputed leader of the Pet Avengers, and he does most of the talking and posturing for the rest of the team. After all, he first assembled them at the request of Thor Odinson, who needed help finding Mjolnir after it had gone missing. They work mostly in secret, as they are able to blend into the background far more than most human super heroes can manage.

The Pet Avengers

- Bats
- Huginn and Muninn
- Lockheed
- Lockjaw
- Throg (Simon Walterson)

After their initial gathering, a new Pet Avengers assembled to help find Lockjaw, who'd been kidnapped by Kraven the Hunter. Bats and Throg joined together with Lucky the Pizza Dog (companion of both Hawkeyes); Redwing, the falcon who

Art by Bob Quinn & Matthew Wilson

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has a telepathic link with Sam Wilson (formerly the Falcon and now Captain America); and Chewie, the alien Flerken that resembles an orange house cat, who lives with Captain Marvel (Carol Danvers).

A stray German shepherd known as D-Dog (Dog-Dog) came to their aid as well. The new team succeeded in rescuing Lockjaw. Sadly, D-Dog perished in their final battle against the demonic Blackheart, but Throg arranged for her to wind up in Valhalla as a reward for her heroic death.

The Unleashed Pet Avengers

- Bats
- Chewie
- D-Dog
- Lockjaw
- Lucky the Pizza Dog
- Redwing
- Throg (Simon Walterson)

On Other Worlds

The Pet Avengers of Earth-97161 have had many more adventures than their Earth-616 counterparts. On this world, the animal heroes are more active about banding together to save the universe. This began when Lockjaw found the Mind Gem. This gave him telepathy, which allowed him to form the Pet Avengers to stop Thanos from acquiring all of the Infinity Gems.

The additional members of this team included the saber-toothed tiger Zabu, who resides with Ka-Zar in the Savage Land. Although a rare beast, he's an ordinary member of his species, as is another member, Ms. Lion (the dog of May Parker)—who is actually male, despite the "Ms." honorific. The cat Hairball—the longtime companion of Speedball (Robbie Baldwin)—can absorb kinetic energy, much like Speedball can. He has lately been living with the original Human Torch (Jim Hammond).

The Multiversal Pet Avengers

- Hairball (Niels)
- Lockheed
- Lockjaw
- Ms. Lion
- Redwing
- Throg (Simon Walterson)
- Zabu

Headquarters

In one of their adventures, the Pet Avengers helped the Avengers against a group of dragon-like aliens known as Makluans, assembled by the best-known of their kind: Fin Fang Foom. When the Pet Avengers learned that the aliens were trying to rescue their lost eggs, they fought against the Avengers to protect the Makluans instead.

Once the eggs were recovered and the Avengers understood what the Pet Avengers had done, they had a headquarters known as the Pet Avengers Mansion built for them. This smaller building sits in the backyard of the original Avengers Mansion and gives the animals a place to gather and play their monthly poker games with Cosmo, the psychic cosmonaut dog, and sometimes even Rocket Raccoon.

Playing Pet Avengers

Pet Avengers adventures are generally wholesome and suited for all ages, perfect for a group of younger players who are up for playing animal versions of their favorite heroes—or all-new animal heroes of their own.

Members of the Pet Avengers don't have to be actual pets, but they are all animals or animalistic creatures. They often can't speak the same way that humans can with each other, but they can communicate with other animals. This is especially true if one of the heroes has telepathy and can set up a telepathic network for the team, as Lockjaw did on Earth-97161 while possessing the Mind Gem.

Otherwise, the Pet Avengers work much like any other team of super heroes. That said, they empathize with each other as creatures who are sometimes thought of as lesser because of their nonhumanoid nature. They also tend to take on challenges that other super-hero teams either ignore or wouldn't even notice. As animals, they can sneak into places more quietly than many other heroes could manage. Few people would worry much about a dog or cat passing by, and their foes often underestimate them for the same reasons.

Adventure Hooks

Here are three adventure hooks for the Pet Avengers or teams like them:

- On Earth-97161, Vulture Von Doom and the Pets of Evil Masters have broken out of their cages again and are running amok in New York City. Even their human partners can't control them. What's gotten into these beasts to send them into such a rage? How can the Pet Avengers help stop them when the rest of the city is on the lookout for intelligent super-animals running about?
- Thori—former Hel-hound pal of Kid Loki and now a companion of Thor Odinson—has discovered a gigantic bone that he, *um*, borrowed from the *Taa II*, the starship of Galactus. He's convinced that it's part of a skeleton of a gigantic animal that once lived on the World-Eater's ship. Or is it a remnant from a world Galactus destroyed? And what might Galactus do to get it back (even if he can't appreciate that it's delicious)?
- Someone has been digging pits all over Central Park, and Lockjaw is the prime suspect. Is he really behind this? If so, what is he looking for? Or might it be a plot by the Mole Man or the Morlocks? Is someone trying to frame Lockjaw, or is this just a giant misunderstanding?

has a telepathic link with Sam Wilson (formerly the Falcon and now Captain America); and Chewie, the alien Flerken that resembles an orange house cat, who lives with Captain Marvel (Carol Danvers).

A stray German shepherd known as D-Dog (Dog-Dog) came to their aid as well. The new team succeeded in rescuing Lockjaw. Sadly, D-Dog perished in their final battle against the demonic Blackheart, but Throg arranged for her to wind up in Valhalla as a reward for her heroic death.

The Unleashed Pet Avengers

- Bats
- Chewie
- D-Dog
- Lockjaw
- Lucky the Pizza Dog
- Redwing
- Throg (Simon Walterson)

On Other Worlds

The Pet Avengers of Earth-97161 have had many more adventures than their Earth-616 counterparts. On this world, the animal heroes are more active about banding together to save the universe. This began when Lockjaw found the Mind Gem. This gave him telepathy, which allowed him to form the Pet Avengers to stop Thanos from acquiring all of the Infinity Gems.

The additional members of this team included the saber-toothed tiger Zabu, who resides with Ka-Zar in the Savage Land. Although a rare beast, he's an ordinary member of his species, as is another member, Ms. Lion (the dog of May Parker)—who is actually male, despite the "Ms." honorific. The cat Hairball—the longtime companion of Speedball (Robbie Baldwin)—can absorb kinetic energy, much like Speedball can. He has lately been living with the original Human Torch (Jim Hammond).

The Multiversal Pet Avengers

- Hairball (Niels)
- Lockheed
- Lockjaw
- Ms. Lion
- Redwing
- Throg (Simon Walterson)
- Zabu

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COLEMAN
CRAMER
2025

COLEMAN
CRAMER
2025

4

AVENGERS AND THE LAW

For many super heroes and groups, working outside the law is part of their identity. Motives for this can vary, of course, from the Punisher's hunger for revenge to Peter Parker's understanding that those with great power must assume great responsibility—which sometimes means acting before law enforcement even knows a crime has been committed.

For the Avengers, it's always been a bit of a different story.

AVENGERS AND THE GOVERNMENT

Created as a nonprofit with a set of bylaws and an official membership manual, the Avengers were, at times, chartered as a peacekeeping force by the National Security Council, the United Nations and the global anti-terrorism agency, S.H.I.E.L.D. As part of that, they were authorized to operate in any country belonging to the United Nations.

The National Security Council provided the group with special security clearance and consulted on potential new members, acting as the Avengers' primary interface with the United States government. The NSC also had the statutory power to revoke members' security clearances or disband the group entirely.

This close working relationship with the U.S. government and the U.N. was no doubt made easier by the existing contracts between the government and Stark Industries, which designed and manufactured advanced weapons and technologies for the U.S. military and intelligence services.

Working hand in hand—primarily with S.H.I.E.L.D. and Nick Fury—the Avengers and the U.S. government formed what at times was a model public-private partnership. In addition, the location of the United Nations in New York meant the Avengers were well positioned to assist with problems that affected any member nation. They even ventured into previously unknown territories, as on their first trip to the Savage Land, which came on S.H.I.E.L.D.'s orders.

Even before that trip, however, the close ties between the Avengers and the government had been tested. When NSC official Henry Peter Gyrich was appointed to investigate the Avengers, he uncovered a litany of security breaches and what he deemed reckless or careless actions. He revoked their security clearances and permissions to use restricted technologies (including Quinjets), and he sharply curtailed their operations until they agreed to his conditions.

Some of these demands were petty and stupid, but others seemed healthy in retrospect. Falcon (Sam Wilson), for example, became the first permanent African American Avenger due to Gyrich's actions, though at the time, Falcon worried he had only been brought on as a token representative, as the Black Panther was often pulled in and out of the group as his royal responsibilities dictated. But overall, Gyrich's heavy thumb and clear anti-superhuman bias put the Avengers under a stifling regime of screenings and restrictions while he set up hearings to determine whether the heroes were a danger to the United States.

At those hearings, the Senate committee restored the team's operational freedom, dealing a stinging blow to Gyrich, who was replaced by Raymond Sikorski after the Vision used temporarily imbued telepathic powers to manipulate both liaisons. Sikorski took a more collaborative approach to the job, but even he threatened to disband the Avengers when it became clear that Vision and other members had tampered with government systems. He

also denied Spider-Man permission to join the team, citing security concerns, but later permitted Namor to join.

Even without the bureaucratic distractions of people like Gyrich and Sikorski, the Avengers suffered from some tensions of their own making. Although they were seen as agents of law enforcement, various members of the team often operated outside the law. Such actions put S.H.I.E.L.D. and its director, Nick Fury, in a difficult position. Fury often endangered his directorship (not to mention his life) to support the Avengers when they went off-script.

S.H.I.E.L.D.

The origins of S.H.I.E.L.D. reach back into antiquity in the form of a shadowy organization known as the Shield, created in 2620 BCE by the Egyptian pharaoh Imhotep after he repelled an invasion of the alien Brood. The secret organization persisted for centuries until a brutal, timeline-spanning war between Isaac Newton and Michelangelo destroyed the Shield. The only record of its existence was passed down from one-time agent Howard Stark to his son Tony.

None of this has ever been independently confirmed, and no mention of it is found in any official S.H.I.E.L.D. documentation.

The Stark family supported the foundation of the modern-day S.H.I.E.L.D.: the Strategic Homeland Intervention, Enforcement and Logistics Division. The new S.H.I.E.L.D. was conceived as a law-enforcement agency from the beginning, with a mandate to protect not a single city, state or nation, but the entire world. Stark Industries supplied S.H.I.E.L.D. with advanced weaponry and created new technologies for the organization, such as the vortex beam that powers S.H.I.E.L.D. Helicarriers and their trademark flying cars.

From its earliest days, S.H.I.E.L.D. personnel numbered in the thousands worldwide, including agents in the field and support staff at bases on every continent. The original Helicarrier served as the organization's mobile HQ and forward operating base.

Directors of S.H.I.E.L.D. were technically responsible to the United Nations, but they in fact reported to a council of twelve, whose identities have never been revealed. This council appointed former C.I.A. director Rick Stoner as S.H.I.E.L.D.'s first director, but he was murdered shortly thereafter by Hydra.

The council then appointed a new director: Nick Fury.

Nick Fury, Director of S.H.I.E.L.D.

As director, Fury immediately went after Hydra and its technocratic ally, Advanced Idea Mechanics, or A.I.M. Hydra struck back, destroying S.H.I.E.L.D.'s first Helicarrier, but Fury led a strike on Hydra Island that decapitated the group and eliminated its leader, Baron Strucker—at least for the moment.

Fury also built close relationships with super-hero groups, most prominently the Avengers because Fury and Captain America had worked together on missions going back to World War II. Cap has led S.H.I.E.L.D. operations on numerous occasions over the years, and he's become one of the heroes most publicly identified with the organization. (Iron Man is the other.)

Over the years, the Avengers often operated as S.H.I.E.L.D.'s super-hero strike force, taking on threats beyond what regular agents could handle. Other super heroes, including Black Widow, Mockingbird and Quake, have operated as S.H.I.E.L.D. agents while also being part of external super-hero groups. Kitty Pryde, Dani Moonstar and Hercules also became agents for short periods of time.

S.H.I.E.L.D. made an early attempt to create its own super-hero teams, known as Super Agents, but this did not succeed. During an era when Hydra repeatedly infiltrated the S.H.I.E.L.D. ranks, some of the Super Agents were revealed to be Hydra double agents. After this, the Super Agent program was abandoned, and Fury relied on outside super-hero groups to bolster S.H.I.E.L.D.'s combat capabilities.

Fury's aggressive risk-taking as director often paid off, but at times, it put him in conflict with S.H.I.E.L.D.'s governing council. After one such battle, Fury was forced into hiding when the council removed him as director. Maria Hill was appointed acting director, in part to move S.H.I.E.L.D. away from Fury's close working relationship with super heroes. Hill oversaw the implementation of the Superhuman Registration Act, which led to the first superhuman civil war.

CIVIL WAR

A made-for-TV battle between the New Warriors and a group of villains in Stamford, Connecticut, went tragically wrong when one of the villains, Nitro, exploded near a school. More than 600 people were seemingly killed, including all the super heroes and villains except the New Warriors' Speedball. Public outrage over the disaster—compounded by the fact that it sprang from a reality TV spectacle—inspired attacks on super heroes across the country and increasing pressure on the government to do something about vigilantism.

The Superhuman Registration Act

Congress' answer was the Superhuman Registration Act (SHRA), which required registration of all superhumans or ordinary humans with access to advanced technology. Registered persons would be enlisted and trained by S.H.I.E.L.D. Iron Man led the charge for the SHRA, putting him in immediate conflict with Captain America.

With Nick Fury gone underground, Maria Hill assumed control of S.H.I.E.L.D. and aligned it firmly with the pro-registration side. She had no way of knowing that Fury was working with the anti-registration rebels, using S.H.I.E.L.D. bases and safe houses.

Cape-Killers

S.H.I.E.L.D. put together teams to hunt super heroes who refused to register. Known as Cape-Killers, these teams tracked down and detained the rebels. Those who registered were enrolled in a S.H.I.E.L.D. team; those who didn't ended up in a Negative Zone prison known as Prison 42. Captain America, attacked by a Cape-Killer team, became a fugitive and gathered like-minded heroes to form a resistance movement.

In an attempt to rally more support for the SHRA and the pro-registration forces, Iron Man and Mister Fantastic paid a visit to the Sanctum Sanctorum. Doctor Strange rebuffed their request for his help. Not only did he refuse to take sides, he told Reed and Tony not to bother him again. Perhaps as a show of respect—or as a subtle ploy to keep him out of the action—S.H.I.E.L.D. and the U.S. government announced that Strange was exempt from SHRA enforcement. He remained on the sidelines throughout the rest of the conflict.

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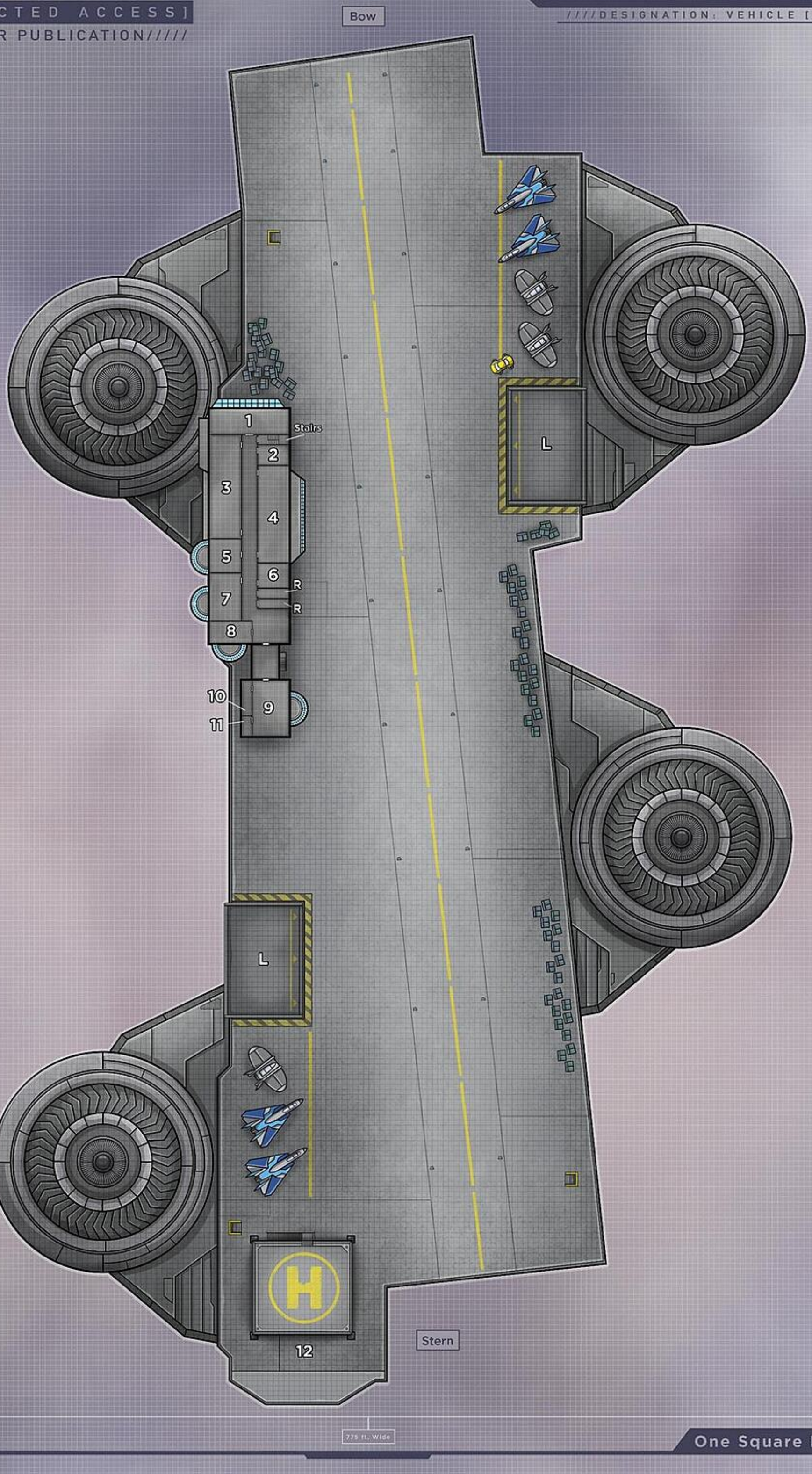
AVENGERS ARCHIVES

[RESTRICTED ACCESS]

/////NOT FOR PUBLICATION/////

S.H.I.E.L.D. HELICARRIER

////DESIGNATION: VEHICLE [AERIAL]////



1. Bridge
2. Armory
3. Engine Room
4. Operations
5. Director's Office
6. Server Room
7. Staff Office
8. Security Room
9. Air Traffic Control
10. Server Room
11. Storage
12. Helipad

L. Vehicle Lift

R. Restroom

One Square Equals 5 ft.

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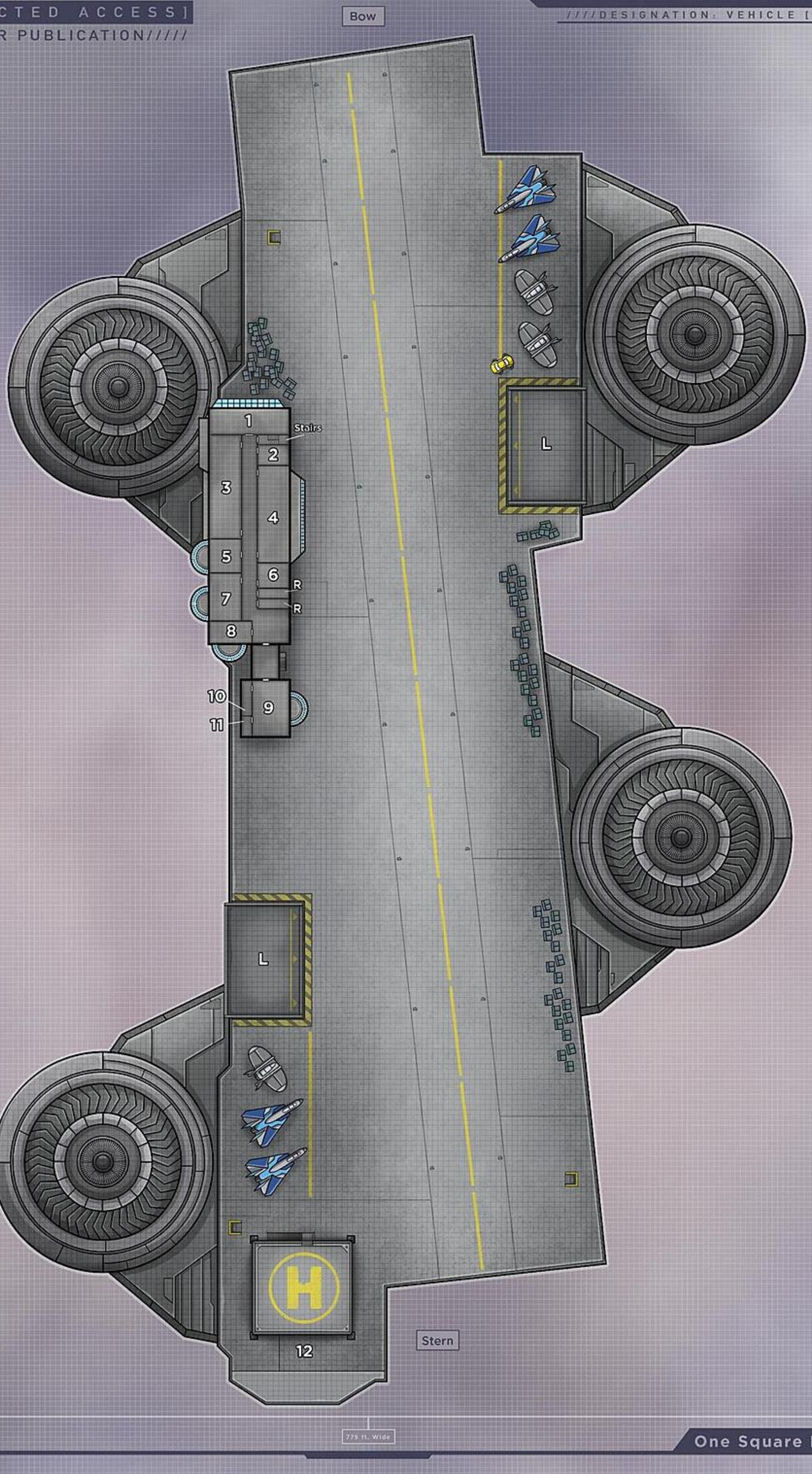

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/4/ AVENGERS AND THE LAW

Art by Jim Cheung, John Dell & Justin Ponsor

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Secret Avengers

Captain America's resistance began calling itself the Secret Avengers. Its roster included most of the prominent anti-registration heroes: Luke Cage, Danny Rand (who at the time was acting as Daredevil, not Iron Fist), Falcon, Hercules and several New Warriors from earlier versions of the group.

The pro-registration Avengers were led by Iron Man, Mister Fantastic, She-Hulk, Hank Pym (then secretly a Skrull) and Spider-Man, who publicly revealed his secret identity to demonstrate his support.

The two groups fought the first battle of the superhuman civil war on Yancy Street, the Thing's childhood stomping grounds. The conflict killed a young bystander, and the Thing, seeing the incident as just one more example of what went wrong in Stamford, left the country. This was just the beginning of a series of events that would fracture the Fantastic Four.

Project Lightning

The second battle between the two factions of Avengers took place at an abandoned chemical plant where Stark's team had set up a false distress call to lure the Secret Avengers out. As the fight raged, Captain America and Iron Man faced off. Iron Man, having programmed his armor to anticipate Cap's fighting moves, quickly seized the advantage and delivered a brutal beating.

Hercules intervened to rescue Captain America, but before the Secret Avengers could gain the upper hand, Stark and S.H.I.E.L.D. revealed their new asset: a cyborg clone of Thor. It turned the tide against the Secret Avengers, who fought bravely until the Thor clone killed the size-changing hero Goliath (Bill Foster) with a lightning bolt.

Shock waves from this act reverberated through both sides. The Invisible Woman—who had come to the fight on the side of the Avengers—covered the Secret Avengers' retreat with a force-field and defected to their side along with the Human Torch and the Thing, whose foreign exile didn't last. On the pro-SHRA side, a few members questioned their actions, but leadership doubled down on the Avengers' newly authoritarian bent. Hank Pym freed some of the murderous Thunderbolts from prison—including Taskmaster, Bullseye and Jack O'Lantern—to help hunt down the rebels.

After seeing the inhuman conditions at the Negative Zone Prison 42, Spider-Man realized he couldn't be part of the pro-registration forces anymore. Iron Man attempted to keep him from defecting, but after a battle, Spider-Man escaped. Two of the new Thunderbolts brutally attacked him, but the Punisher saved his life and guided him to one of the Secret Avengers' safe houses. Spider-Man then went public with his change of heart, rallying people to the anti-registration side.

The Punisher—disgusted with Iron Man's tactics and Pym's use of violent criminals in the Thunderbolts—joined the Secret Avengers too. Shortly afterward, he killed Goldbug and Plunderer, two villains who were trying to join the anti-SHRA side. Captain America immediately booted him off the team.

The Final Showdown

The Secret Avengers prepared for a final confrontation with a two-pronged plan. First, the Punisher (before his expulsion from Cap's team) infiltrated the Baxter Building to find schematics for the Negative Zone prison. The group also dispatched the Invisible Woman to Atlantis, where she tried to talk Namor into joining their cause. He refused, but the Secret Avengers went ahead with their plan to break imprisoned superhumans out of the Negative Zone.

Iron Man's Avengers team was waiting for them, however, and a battle broke out while the Secret Avengers tried to open a portal between the Negative Zone and the Baxter Building. When that plan was thwarted by S.H.I.E.L.D. security countermeasures, Cloak transported everyone—on both sides—to the skies over Midtown Manhattan. A massive, pitched battle ensued, causing widespread destruction.

Some of the battle's highlights:

- The Thunderbolts ganged up on Captain America, who was rescued when Namor appeared with an Atlantean legion.
- Taskmaster shot at a defenseless Invisible Woman, who would have died had Mister Fantastic not stepped in front of the bullet.
- Thinking Reed was dead, she crushed Taskmaster with a force-field.
- Hercules destroyed the Thor clone with its own false Mjolnir.

In the final showdown between Captain America and Iron Man, this time it was Cap who had the upper hand after Vision (Jonas) crippled Stark's armor. But before he could deliver the final blow, Cap realized that even though his side had won the battle, the effort had left Midtown in ruins. To prevent more damage to the people they were supposed to protect, Cap gave himself up and was placed under arrest.

Aftermath

In the aftermath of the superhuman civil war, Captain America was shot by a sniper before he could stand trial. The Secret Avengers and other anti-registration forces were offered amnesty if they turned themselves in and registered. Most did, but a few—including Spider-Man, Luke Cage and a newly engaged Doctor Strange—remained underground.

The war was over, but the upheavals within S.H.I.E.L.D. and the Avengers were not.

Acting director Maria Hill suggested that Tony Stark take over S.H.I.E.L.D. Seeing this as a natural continuation of his role enforcing the SHRA, Stark agreed. For the first time since the creation of the Avengers, the group was unified with S.H.I.E.L.D.

THE INITIATIVE

Under Stark, S.H.I.E.L.D. and the Avengers cooperated on the Fifty-State Initiative, a program to recruit and install an Avengers team in every state. The idea was to take the huge number of vigilantes roaming the United States and bring them under the control of the government, giving them training, equipment and guidance. Essentially, S.H.I.E.L.D. wanted to create a standing army of super heroes, firmly under the control of the law and dedicated to upholding it.

This required a huge outreach and training effort, testing S.H.I.E.L.D.'s resources—and also the resolve of some of the super heroes, who chafed at the restrictions. It also required the Avengers to adapt to a new mission: focusing on local threats. Each state team became, in effect, a localized version of what the classic Avengers teams had been for S.H.I.E.L.D. With the Initiative, the Avengers' role as S.H.I.E.L.D.'s primary means of law enforcement was cemented nationwide.

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Project Lightning

The second battle between the two factions of Avengers took place at an abandoned chemical plant where Stark's team had set up a false distress call to lure the Secret Avengers out. As the fight raged, Captain America and Iron Man faced off. Iron Man, having programmed his armor to anticipate Cap's fighting moves, quickly seized the advantage and delivered a brutal beating.

Hercules intervened to rescue Captain America, but before the Secret Avengers could gain the upper hand, Stark and S.H.I.E.L.D. revealed their new asset: a cyborg clone of Thor. It turned the tide against the Secret Avengers, who fought bravely until the Thor clone killed the size-changing hero Goliath (Bill Foster) with a lightning bolt.

Shock waves from this act reverberated through both sides. The Invisible Woman—who had come to the fight on the side of the Avengers—covered the Secret Avengers' retreat with a force-field and defected to their side along with the Human Torch and the Thing, whose foreign exile didn't last. On the pro-SHRA side, a few members questioned their actions, but leadership doubled down on the Avengers' newly authoritarian bent. Hank Pym freed some of the murderous Thunderbolts from prison—including Taskmaster, Bullseye and Jack O'Lantern—to help hunt down the rebels.

After seeing the inhuman conditions at the Negative Zone Prison 42, Spider-Man realized he couldn't be part of the pro-registration forces anymore. Iron Man attempted to keep him from defecting, but after a battle, Spider-Man escaped. Two of the new Thunderbolts brutally attacked him, but the Punisher saved his life and guided him to one of the Secret Avengers' safe houses. Spider-Man then went public with his change of heart, rallying people to the anti-registration side.

The Punisher—disgusted with Iron Man's tactics and Pym's use of violent criminals in the Thunderbolts—joined the Secret Avengers too. Shortly afterward, he killed Goldbug and Plunderer, two villains who were trying to join the anti-SHRA side. Captain America immediately booted him off the team.

The Final Showdown

The Secret Avengers prepared for a final confrontation with a two-pronged plan. First, the Punisher (before his expulsion from Cap's team) infiltrated the Baxter Building to find schematics for the Negative Zone prison. The group also dispatched the Invisible Woman to Atlantis, where she tried to talk Namor into joining their cause. He refused, but the Secret Avengers went ahead with their plan to break imprisoned superhumans out of the Negative Zone.

Iron Man's Avengers team was waiting for them, however, and a battle broke out while the Secret Avengers tried to open a portal between the Negative Zone and the Baxter Building. When that plan was thwarted by S.H.I.E.L.D. security countermeasures, Cloak transported everyone—on both sides—to the skies over Midtown Manhattan. A massive, pitched battle ensued, causing widespread destruction.

Some of the battle's highlights:

- The Thunderbolts ganged up on Captain America, who was rescued when Namor appeared with an Atlantean legion.
- Taskmaster shot at a defenseless Invisible Woman, who would have died had Mister Fantastic not stepped in front of the bullet.
- Thinking Reed was dead, she crushed Taskmaster with a force-field.
- Hercules destroyed the Thor clone with its own false Mjolnir.

In the final showdown between Captain America and Iron Man, this time it was Cap who had the upper hand after Vision (Jonas) crippled Stark's armor. But before he could deliver the final blow, Cap realized that even though his side had won the battle, the effort had left Midtown in ruins. To prevent more damage to the people they were supposed to protect, Cap gave himself up and was placed under arrest.

Aftermath

In the aftermath of the superhuman civil war, Captain America was shot by a sniper before he could stand trial. The Secret Avengers and other anti-registration forces were offered amnesty if they turned themselves in and registered. Most did, but a few—including Spider-Man, Luke Cage and a newly engaged Doctor Strange—remained underground.

The war was over, but the upheavals within S.H.I.E.L.D. and the Avengers were not.

Acting director Maria Hill suggested that Tony Stark take over S.H.I.E.L.D. Seeing this as a natural continuation of his role enforcing the SHRA, Stark agreed. For the first time since the creation of the Avengers, the group was unified with S.H.I.E.L.D.

THE INITIATIVE

Under Stark, S.H.I.E.L.D. and the Avengers cooperated on the Fifty-State Initiative, a program to recruit and install an Avengers team in every state. The idea was to take the huge number of vigilantes roaming the United States and bring them under the control of the government, giving them training, equipment and guidance. Essentially, S.H.I.E.L.D. wanted to create a standing army of super heroes, firmly under the control of the law and dedicated to upholding it.

This required a huge outreach and training effort, testing S.H.I.E.L.D.'s resources—and also the resolve of some of the super heroes, who chafed at the restrictions. It also required the Avengers to adapt to a new mission: focusing on local threats. Each state team became, in effect, a localized version of what the classic Avengers teams had been for S.H.I.E.L.D. With the Initiative, the Avengers' role as S.H.I.E.L.D.'s primary means of law enforcement was cemented nationwide.

Camp Hammond

Recruits to the Initiative were trained at Camp Hammond, a sprawling facility in Stamford, Connecticut—a symbolic location, since it was the site of the tragic Stamford Incident. S.H.I.E.L.D.'s training staff included renowned super heroes such as She-Hulk and War Machine, as well as a number of figures with more checkered pasts, like Taskmaster, Diamondback, Gauntlet and the former Nazi scientist Baron Von Blitzschlag. Henry Gyrich returned, serving as the government liaison to the camp.

Led by Gauntlet—until he was replaced by Taskmaster—training at Camp Hammond was harsh and unforgiving. Many recruits washed out and were sent home. Others suffered grave injuries or were killed, including the star recruit known as MVP. Blitzschlag created several clones of him after his death, three of which became the Scarlet Spiders, who wore Iron Spider armor.

The first group of recruits took part in several battles before they were ready, including a fight with a Hydra force aboard a Terror-carrier, Hydra's version of a Helicarrier. Hydra also infiltrated and compromised the Camp Hammond recruits, forcing Hardball to steal the secret of Super-Power Inhibiting Nanobots (S.P.I.N.) technology. This was a method of shorting out the powers of superhumans, initially developed by S.H.I.E.L.D. to control inmates at Prison 42.

Tony Stark attempted to use S.P.I.N. against the Hulk when the Hulk returned from his interplanetary exile with his Warbound, but Hardball's theft of the technology meant Hulk and the Warbound could rampage across New York instead. Initiative trainees, detailed for crowd control, fought the Hulk and had to be rescued by the Shadow Initiative, a secret group under Gyrich's control. Led by Bengal, the group consisted of Trauma, Constrictor, Mutant Zero and the cloned Scarlet Spiders. They managed to save the group of Initiative trainees, and S.H.I.E.L.D. then led an operation to imprison Hulk and the Warbound.

Blitzschlag's cloning of MVP was successful enough that the Initiative decided to add more MVP clones to state teams. This move backfired spectacularly when a new clone nicknamed KIA and outfitted with the Tactigon weapon formerly belonging to Armory went berserk, nearly destroying Camp Hammond as revenge for the original MVP's death.

Several recruits left after these events, joining the super-hero watchdogs in Counter Force.

The Fifty-State Initiative

The Initiative deployed existing teams to specific states—for example, the Thunderbolts to Colorado, the Defenders to New Jersey—but also created dozens of new teams.

The names and identities of teams in other states were not widely reported.

Fifty-State Initiative Teams

State	Team
Alaska	Unnamed group led by Hellcat
Arizona	Desert Stars
Arkansas	Battalion
California	The Order
Colorado	Thunderbolts
Connecticut	Camp Hammond staff
Delaware	Women Warriors
Florida	The Command
Georgia	Cavalry
Hawaii	Point Men
Illinois	Spaceknights
Iowa	Force Works
Kansas	Harvesters
Kentucky	Action Pack
Maryland	Psionex
Montana	Freedom Force
Nebraska	Unnamed group led by Captain Ultra
Nevada	Heavy Hitters
New Jersey	Defenders
New Mexico	Mavericks
New York	Avengers
North Carolina	Unnamed group succeeding the U-Foes
Ohio	Agents from A.R.M.O.R.
Oregon	Force of Nature
Pennsylvania	The Liberteens
Texas	Rangers
Utah	The Called
Vermont	The Garrison
Washington	Earth Force
Wisconsin	Great Lakes Initiative

The Skrull Secret Invasion

The first crucial test of the Initiative occurred when it was revealed that Skrulls had infiltrated key organizations throughout the world. This included many of the Initiative teams, as well as the Camp Hammond faculty. The Skrulls' first attack disabled all Stark technologies, putting the Avengers on the back foot. As they rallied, the aptly named Skrull Kill Krew, led by Ryder, Riot and the 3-D Man, banded together with other Initiative team members to root out and eliminate the Skrulls in every team.

Meanwhile, Ant-Man (Eric O'Grady) discovered the infiltrators' true plan: By linking towers at every Initiative headquarters to a Negative Zone portal, they could rip a large part of North America off the face of the Earth, potentially destroying human civilization. The ringleader of the Skrull invasion under Empress Veranke was Criti Noll, who was impersonating Hank Pym. He was caught and captured by the Initiative recruit known as Crusader, who was himself a Skrull who had come to admire human ways. Unfortunately, even though Crusader saved the Earth by thwarting the Skrulls' plan at the last moment, that didn't stop the Skrull Kill Krew's 3-D Man from killing him.

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Art by Jim Cheung, Dave Meikis & Justin Ponsor

DARK REIGN

The opportunistic Norman Osborn seemingly killed the Skrull queen Veranke and seized on the bad publicity generated by the Skrull invasion to maneuver himself into a position of power. The U.S. president dissolved S.H.I.E.L.D. and handed Osborn control of its replacement, which Osborn dubbed H.A.M.M.E.R. Osborn purged the ranks of agents and super heroes loyal to previous directors, bringing in his own personnel from the Thunderbolts, Hydra and some disaffected S.H.I.E.L.D. agents. He also assembled his own team of pseudo-Avengers culled from the ranks of notorious villains.

For more on H.A.M.M.E.R. and the Dark Avengers, see Chapter 7: Evil Organizations.

Osborn also seized the opportunity to discredit the Initiative and promised to remake it in his own ruthless and brutal image.

Those changes were opposed by Counter Force, a team formed by onetime members of the New Warriors. They took it as their mission to observe the Initiative and correct it when it strayed from its goals.

Ragnarok—the renamed clone of Thor—was reactivated by a leftover Skrull fail-safe. It went on a rampage at Camp Hammond, defeating both the Initiative trainees and the members of Counter Force, who deployed to protect the trainees. Ragnarok abandoned his attack after learning he was a clone and flew off to confront the real Thor, leaving Camp Hammond in ruins.

Counter Force, true to its mission of holding the Initiative accountable, publicized the post-mortem cloning of MVP. This and the bad publicity surrounding Ragnarok's rampage gave Osborn a pretext for shutting down Camp Hammond. He then built a new training facility, Camp H.A.M.M.E.R., in the New Mexico desert and commenced building a new Initiative force for his own tyrannical purposes.

Counter Force joined with members of the former Camp Hammond faculty to form an Avengers Resistance team. When Osborn later attacked Asgard, the Resistance invaded Camp H.A.M.M.E.R. and seized evidence of his crimes from the spineless Baron Von Blitzschlag.

The group disbanded after Osborn's crimes were exposed. Shortly after that, the Superhuman Registration Act was abolished. The Fifty-State Initiative survived, however, with teams including Action Pack, the Liberteens and Freedom Force joining the fight against the Serpent after the destruction of Asgard.

Avengers Resistance

- Debrii
- Diamondback (worked for the Resistance as a double agent inside H.A.M.M.E.R.)
- Gauntlet
- Justice
- Komodo
- Night Thrasher (Donyell Taylor)
- Rage
- Scarlet Spider (Michael)
- Scarlet Spider (Patrick)
- Slapstick
- Tigra
- Ultragirl

RETURN OF S.H.I.E.L.D.

S.H.I.E.L.D. was re-formed following Osborn's defeat. Empowered by the S.H.I.E.L.D. Act, which gave the organization broad emergency powers, Daisy Johnson (also known as Quake) became its new director. Johnson didn't last long in this position, though, and Maria Hill soon took over for her and oversaw the creation of Pleasant Hill, a community for brainwashed villains.

Later—with the unwitting assistance of Kobik, a living Cosmic Cube—Hydra once again infiltrated S.H.I.E.L.D.'s ranks, replacing Captain America with a sleeper agent who attempted to leverage the S.H.I.E.L.D. Act to seize dictatorial powers. The agency was dissolved following the real Captain America's return.

Since then, Maria Hill has been using her resources as a C.I.A. officer to set up a secretive new division inside the organization, called Super Human Intelligence: Extra-Legal Division. By no coincidence, its initials happen to spell S.H.I.E.L.D.

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4462.321, -635.965
MOSCOW, RUSSIA
THREAT LEVEL: HIGH

THOR:
INBOUND

123.123, 628.131
SYMKARIA/LATVERIA BORDER
THREAT LEVEL: HIGH

-987.745, 116.456
BIRNIN ZANA, WAKANDA
THREAT LEVEL: HIGH

CAPTAIN AMERICA:
INBOUND

STORM:
ON SCENE

COLEMAN
CRAMER
2025

5

AVENGERS WORLD

In the Marvel Multiverse, the world of the Avengers includes not only familiar places like New York and London, but also wondrous lands and catastrophic threats. New York coexists with Atlantis, the Savage Land, Wakanda, Latveria, the subterranean kingdom of the Mole Man and the mystical towers of K'un-Lun.

The Avengers have adventured in all these places over the years and many more. This chapter takes a closer look at some of the iconic locations of Earth-616, tracing their histories and how they might spark Narrators' imaginations.

But first, a word about the city at the center of the Marvel Multiverse…

NEW YORK

New York is one of the great cities of the world—but it's also one of the epicenters of super-hero (and super-villain) activity. One of S.H.I.E.L.D.'s main bases is there, and the city is also home to the Fantastic Four and many more of the world's iconic super heroes like Spider-Man (Peter Parker), Doctor Strange and, of course, the Avengers. Moving through Manhattan from north to south, you find Luke Cage and Misty Knight in Harlem; Daredevil (Matthew Murdock), Jessica Jones and the Punisher (Frank Castle) in Hell's Kitchen; and heroes such as Moon Knight (Marc Spector) and Iron Fist (Danny Rand) roaming the city. Avengers Tower looms over Midtown, not far from the Baxter Building, and Strange's Sanctum Sanctorum is downtown on Greenwich Village's famed Bleecker Street. Keep going downtown to find Yancy Street, the childhood home of the Ever-Lovin' Blue-Eyed Thing (Ben Grimm). Out in other boroughs, Queens is the original home of Peter Parker, while heroes including Captain America (Steve Rogers) and Miles Morales grew up in Brooklyn.

The density of super heroes—not to mention the presence of S.H.I.E.L.D.—puts the Big Apple squarely in the crosshairs of the world's villains, and you find plenty of them in the five boroughs as well, from homegrown threats like the Kingpin (Wilson Fisk), the Green Goblin (Norman Osborn) and Doctor Octopus (Otto Octavius) to threats such as Skrulls, the Hand and just about any other diabolical consortium you can think of. New York has been flooded by Namor the Sub-Mariner, threatened by Galactus, besieged by Onslaught, attacked by the Black Order, nearly hurled into the sun by the Iron Brain,* laid waste by the Hulk (Bruce Banner), invaded by Skrulls, partially taken over by Deadpool (Wade Wilson) during his brief stint as the Monster King…you get the idea.

Both super heroes and villains seem to think of New York the same way: If you can make it there, you can make it anywhere. This makes the Big Apple an especially rich environment for all kinds of new adventures.

SAVAGE LAND

The hidden, wondrous area known as the Savage Land dates back millions of years, to the time before the dinosaurs, when it was created by aliens known as the Nuwali. They intended it as a sort of nature preserve for the enjoyment of the nigh-omnipotent race called the Beyonders, but over time, it evolved into much more.

*EDITOR'S NOTE: DEEP CUT! FIND THE IRON BRAIN IN THE CLASSIC *SUB-MARINER COMICS #30* FROM 1948.
--THE IRON BRIAN

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AVENGERS ARCHIVES
[RESTRICTED ACCESS]
/////NOT FOR PUBLICATION/////

COMSAT STATUS: ACTIVE // LOGIN [PROXY] STARK //

// TORONTO //
// LONDON //
// LATVERIA //
// MOSCOW //
// EGYPT //
// JAPAN //
// LOS ANGELES //
// NEW YORK CITY //
// PARIS //
// SIANCONG //
// BEIJING //
// SAVAGE LAND //
// ATLANTIS //
// GENOSHA //
// WAKANDA //
// MADRIPOOR //

FIREWALL [ACTIVE]///2212343
IP ROUTING [ACTIVE]///5543
REACTIVE SECURITY[ACTIVE]///87665

AVENGERS ARCHIVES
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Art by Germán García & Matheus Lopes

Stocked with dinosaurs and other Mesozoic animals, the Savage Land survived the meteor impact that caused the extinction of the dinosaurs and, later, the great tectonic shifts that broke up Pangea and created Earth's continents. The Savage Land, located on the edge of the continent that would later be known as Antarctica, was endangered by a cooling world until the Nuwali surrounded it with volcanoes. This had the effect of both warming it and making it extremely hard to detect. Before the Nuwali left, approximately 200,000 years ago, they also stocked the Savage Land with early hominids and other Pleistocene creatures.

After many thousands of years, explorers from the ancient (pre-deluge) continent of Atlantis reached the Savage Land. They captured some of its exotic animals for trade back home, while adding mythical creatures such as unicorns to the Savage Land's pocket ecology. Atlantean scientists also captured the Neanderthal-like Man-Apes and genetically modified them into various animal-human hybrids known as Beast-Men. After generations of servitude, the Beast-Men rebelled against Atlantean domination.

Shortly afterward, the Great Cataclysm destroyed Atlantis. A few Atlantean survivors were absorbed into different indigenous tribes of the Savage Land. The great Atlantean settlement known as Pangea survived, separated from the main part of the Savage Land by a high plateau. Its inhabitants evolved into different races over the next millennia, during which the Savage Land remained undiscovered by the outside world.

The Modern World

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Time warps and dimensional disruptions occasionally stranded travelers in the Savage Land, adding to its wonders, which already included the medieval sorcerer Khor and a group of mutated men who once pursued the demon sorcerer Belasco on behalf of the poet Dante Alighieri. A British warship and a German U-boat both ended up in the Savage Land during World War II, and they remained locked in battle until long after the war was over. Many Nazis were said to be hiding there after the war, and unconfirmed rumors also claimed that a Nazi base in the Savage Land existed for some years during and possibly after the war.

English noble Robert Plunder discovered the Savage Land sometime after World War II while on an expedition hunting for vibranium. On a return trip, accompanied by his young son Kevin, Plunder was killed by Man-Apes. Kevin survived and was protected by a saber-toothed tiger he called Zabu, who took to the boy because Zabu was also an orphan. This relationship led to Kevin Plunder's adult moniker: Ka-Zar, or "Son of the Tiger."

Ka-Zar devoted himself to protecting the Savage Land from those who would exploit it. Along the way, he befriended some super heroes—including the X-Men, who fought Magneto's attempt to take over part of the region with his army of Savage Land Mutates created from tribal Swamp Men. Ka-Zar also allied with Garokk, the Petrified Man, the avatar of an ancient god, to defeat the Sun God priestess Zaladane. Garokk fell during this battle, and Zaladane later resurrected him as the figurehead of her new empire. In battle against his former ally Ka-Zar and the X-Men, Garokk nearly died again before a resurgent Magneto rescued him and set him on a course for a fresh battle against the X-Men, which resulted in his apparent death.

Soon after, a scientific research team guided by Ka-Zar ran afoul of the alien robot known as Terminus, who destroyed the ancient city of Lemura and the rest of Atlantean Pangea before unleashing earthquakes that annihilated the remainder of the Savage Land as well. The robot was defeated, and a dying alien named Jorro was revealed to be its pilot instead of Terminus himself.

The High Evolutionary appeared, offering a plan to restore the Savage Land, but he and the X-Men were attacked by a reactivated Terminus. When the robot was defeated again, it was revealed that a resurrected and amnesiac Garokk was inside. He became the final part of the High Evolutionary's plan, sacrificing himself so that his ancient connection to the Savage Land could be the engine of its revival.

Garokk's spirit returned to different kinds of life over the following years, in different aspects. The Death Cult of the Sun People tried to bring him back to destroy the Savage Land again, but Ka-Zar stopped them. Later, Garokk assumed a role as protector of the cosmic order, inhabiting the Temple of the Undying One and lending his aid to the Avengers when they fought back against the Builders' attempts to forcibly evolve Earth in the shadow of the incursions. (For more on the incursions, see page 26.)

Would-Be Conquerors

The Savage Land's exotic allure—as well as its fabulous lost technologies and abundant natural resources—made it a target for conquerors even before its existence was revealed to the world by an article in the *Daily Bugle*. J. Jonah Jameson himself went to the Savage Land with Peter Parker and Gwen Stacy, looking for a big exclusive. He ended up getting Stacy kidnapped by the monstrous alien Gog before Ka-Zar and Zabu helped Spider-Man bring her back and teach Kraven the Hunter a lesson along the way.

Those who have sought to rule the Savage Land include Kraven the Hunter, M.O.D.O.K., Apocalypse, Mister Sinister, A.I.M. and the Super-Skrull. During the Skrull secret invasion, an alien force mined vibranium in the Savage Land, disguising themselves as everything from Avengers to dinosaurs. Ultimately, they were unmasked and hunted down by a team led by Ka-Zar's wife, Shanna the She-Devil.

In addition to threats from villainous masterminds and alien invaders, corporations like Roxxon have long sought to skirt established rules against exploitation of the Savage Land. Internal would-be rulers other than Zaladane included the Savage Land Mutate leader Brainchild and the mutate dinosaur-vampire Sauron. Ka-Zar and the X-Men, with help from indigenous groups—as well as other heroes including Spider-Man and the Avengers (and the occasional assist even from villains like Stegron)—have fought to keep the Savage Land and its people free of both outside control and internal oppression. The X-Men even built a base there, both as a getaway for the team and as a signal of their commitment to protecting the Land. Magneto has also kept several different bases in the Savage Land over the years, sometimes as a would-be conqueror but most recently as a base of operations for his crusade to protect mutants.

Stocked with dinosaurs and other Mesozoic animals, the Savage Land survived the meteor impact that caused the extinction of the dinosaurs and, later, the great tectonic shifts that broke up Pangea and created Earth's continents. The Savage Land, located on the edge of the continent that would later be known as Antarctica, was endangered by a cooling world until the Nuwali surrounded it with volcanoes. This had the effect of both warming it and making it extremely hard to detect. Before the Nuwali left, approximately 200,000 years ago, they also stocked the Savage Land with early hominids and other Pleistocene creatures.

After many thousands of years, explorers from the ancient (pre-deluge) continent of Atlantis reached the Savage Land. They captured some of its exotic animals for trade back home, while adding mythical creatures such as unicorns to the Savage Land's pocket ecology. Atlantean scientists also captured the Neanderthal-like Man-Apes and genetically modified them into various animal-human hybrids known as Beast-Men. After generations of servitude, the Beast-Men rebelled against Atlantean domination.

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Art by Vincent Evans & Brian Haberlin

WAKANDA

Long before humans appeared in the land that would one day be called Wakanda, it was home to creatures known as the Originators. These included the arachnoid Anansi, the snakelike Simbi, the insectoid Creeping Doom, the simians called Vanyan and other unnamed groups known only by description. Some had two heads, and some were denizens of Wakanda's abundant inland waters.

When humans arrived, it wasn't long before conflict followed. The humans turned to a group of heroes who became Wakanda's pantheon of gods: Thoth, Bast, Mujaji, Kokou and Ptah the Shaper. Collectively, these gods are known as the Orisha. They banished the Originators to the Nether-Realms—but not from the memories of the people.

In the aftermath of the war with the Originators, the eighteen human tribes banded together as the nation of Wakanda. The country would remain largely unknown by the outside world for centuries.

Vibranium

Sometime in the distant past, a large meteor impact left a massive crater in the Wakandan landscape. Initial explorers of the site—known as Mena Ngai, or the Great Mound—suffered a strange illness, becoming "demon spirits" until the great warrior Olumo Bashenga destroyed them. Bashenga gained the strength for this victory from the Panther God, Bast, and established the Panther Cult. For some time, exploration of the Mound was forbidden, but with diligent study, Wakandans began to understand that the meteor had brought them an incredible gift: vibranium, a metal of extraterrestrial origin that can absorb and redirect kinetic energy. It can also absorb sound waves and release them as kinetic energy.

The world's only source of vibranium is the Great Mound in Wakanda, which of course means that the rest of the world is more or less constantly trying to figure out how to get their hands on some. Attempts to steal and smuggle vibranium are an ongoing challenge for the Wakandan authorities, and the presence of vibranium has led to a number of full-scale invasions of the country. Individual villains, including Ulysses Klaw, Erik Killmonger and Doctor Doom, have also tried to capture vibranium for their own purposes. Klaw became infamous in Wakanda for his murder of the Black Panther T'Chaka, father of T'Challa and Shuri, who would both eventually succeed him as Black Panther.

The mutagenic effects of the vibranium mound have also created a higher than normal number of mutants in Wakanda.

Vibranium Variants

In addition to the standard form of vibranium that is found only in Wakanda, other variants exist, including:

- Antarctic vibranium, or anti-metal: Found only in the Savage Land, this vibranium isotope creates focused vibrations that liquefy most other metals.
- NuForm and Reverbium are artificially synthesized forms of vibranium. NuForm, created by the Roxxon Corporation, behaves as Wakandan vibranium at first, but rapidly decays into the Antarctic form. Reverbium, a creation of Horizon Labs, explodes after absorbing and amplifying sound waves.
- Living vibranium, recently discovered by Wakandan scientists, appears to possess a kind of sentience. It has been observed only in the Dora Milaje training area known as the Echo Chamber.

The Panther Cult and the Black Panther

The leader of the Panther Cult was known as the Black Panther from the beginning, but over time, the Black Panther became the acknowledged leader of Wakanda. There are political and ceremonial aspects to the role, which is passed

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on to designated heirs when a Black Panther steps down or returns to the ancestors. Each would-be Black Panther must pass the stern test of recovering the heart-shaped herb from Mount Kanda before undergoing the scrutiny of Bast, the Orisha known as the Panther God.

Although the role is hereditary, each Black Panther must also face any willing challengers every year.

Other cults and tribal groups in Wakanda include the White Gorillas, who traditionally fought the Panther Cult for supremacy. Eventually, the Black Panthers banned the White Gorilla cult, both for its disruptive rivalry and because its leader gains strength by killing and eating white gorillas, which are protected. Even so, the White Gorillas survived and were led by M'Baku until he was banished after trying to usurp T'Challa's throne.

Wakanda's Warriors

To protect the nation's borders, as well as its people and its invaluable supply of vibranium, the Black Panther has a number of security forces at their disposal in addition to an organized military considered the most powerful on Earth.

The Dora Milaje is an all-female group of warriors and bodyguards recruited from all the tribes of Wakanda and sworn to protect the Black Panther with their lives. They train in both Wakandan and foreign techniques of combat, forming an indomitable personal guard.

The Hatut Zeraze, or Dogs of War, is a secret internal police force tasked with rooting out corruption within Wakanda and keeping suspicious outsiders under constant surveillance.

Beyond Wakanda's borders, a spy network known as the N'Charu Silema gathers intelligence in every nation on Earth. Agents of this group exist in most national governments, as well as in prominent multinational corporations and quasi-governmental organizations such as S.H.I.E.L.D.

Wakanda in the Twentieth Century (and Beyond)

For much of its history, Wakanda was almost completely unknown to the outside world. Developing on its own, unhindered by wars and spurred on by the amazing properties of vibranium, the nation developed a rich culture and language, including elite universities and the super-hero training facility known as the Wakandan School for Alternative Studies. Much of this development was spurred by the Black Panther T'Chaka, who saw outside explorers as a threat and hid Wakanda from the world to protect its people. T'Chaka began to sell tiny amounts of vibranium abroad for research purposes, using the knowledge gained to develop his homeland's culture and technology. Wakandan students also went abroad to the world's best universities before returning home to further the country's development—all while T'Chaka kept the country as secret as he could manage in an era of increasing exploration and technology. This tension between protecting Wakanda and being a good global citizen has preoccupied every Black Panther since at least the beginning of the twentieth century.

As word of Wakanda's advanced technology and astonishing resources began to spread, opportunists and would-be conquerors began angling for ways to get a piece of the mighty nation's wealth—particularly its vibranium. During World War II, Captain America and the Howling Commandos helped then-Black Panther Azzuri (T'Chaka's father) repel a Nazi invasion force under the command of the Red Skull and Baron Strucker. In gratitude, Azzuri gave Captain America a small amount of vibranium, which was used to create Cap's iconic shield. Other invaders over the years included Doctor Doom and the alien Skrulls.

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ATLANTIS

Deep in the prehistory of Earth, an empire arose on a small continent where—it is said—Zeus once placed Atlas to hold aloft the heavens. Originally a barbarous wasteland, Atlantis gradually developed into a thriving and highly advanced civilization composed of several autonomous tribes held loosely together by legendary rulers.

During this first era of greatness, Atlantean explorers reached the farthest shores of Earth. Among their discoveries: the Savage Land, from which they traded captured exotic animals to the empire's partners. They also found and used alien technology to create servile Beast-Men, who would later rebel against Atlantis and establish their own territories in the Savage Land.

Sinking of Atlantis

There are two stories of the fall of Atlantis. The first was told for centuries and was the basis for the underwater Atlantean civilization. The second was told by Neptune to the Atlantean kings and only recently revealed to the greater population by Namor the Sub-Mariner, last king of Atlantis.

The first tale goes like this:

After the first great age, Atlantis began to decline, with regional wars breaking out among tribes. The conflict approached the capital city, and in its weakened state, Atlantis was unable to resist the invasion of barbarians from the neighboring kingdom of Lemuria, who had themselves been conquered by the Deviants. Atlantis' desperate ruler, King Kamuu, took drastic measures to repel the invaders, unleashing magma from the volcanic chambers that warmed the city. The ensuing earthquakes and eruptions did annihilate the invaders, but they also destroyed much of the capital city and the Atlantean continent.

Atlantis' fate was sealed when the Deviants attacked the Second Host of Celestials* upon their arrival on Earth, and the Celestials retaliated by destroying Lemuria. The seismic upheaval known as the Great Cataclysm broke apart the continent of Atlantis, and within days, it disappeared into the ocean.

Survivors made it to nearby islands, which were battered, but not destroyed, by the cataclysm. One of these islands was Attilan, home of the Inhumans. A few survivors of the disaster found their way to Europe.

Even some of those dragged beneath the waves managed to survive, thanks to last-ditch spells cast by formidable Atlantean wizards. Given the ability to breathe water, they formed wandering tribes beneath the waves. *Homo mermanus* was born, and over the years, they flourished, becoming known as the Sea People. Eventually, they discovered the sunken remains of the great capital city of Atlantis, and the Sea People's prince—also named Kamuu—experienced a vision of his namesake ancestor, in which King Kamuu charged him with a great task. He must rebuild the city of Atlantis and lead a great undersea empire.

The second story goes like this: The Atlanteans were the most war-hungry people on Earth. Neptune, jealous of the land-based gods, wanted a civilization that could win wars across the globe in his name. He sank the continent and appeared to the Atlanteans as their savior, giving them the ability to breathe underwater. He gave the kings of Atlantis the true story so that they knew their place and would serve the sea god.

Parts of both stories are likely true, though centuries of lies and hidden agendas have obscured that truth.

Atlantis grew and developed. The Atlanteans fought wars with Deviants, Lemurian exiles who fell under the sway of the Serpent Crown and the Elder God Set, the vampiric Aqueos and other subsea enemies. Other than a brief conflict with Athenian Greece and the occasional random encounter, the undersea empire stayed away from the surface people of Earth.

That would not change until the early twentieth century.

Namor

By the 1920s, Atlantis had moved from its original location in the North Atlantic to a deep plain in the Southern Ocean near Antarctica. An American icebreaker ship, using depth charges to destroy icebergs, inadvertently caused massive damage to the city. Its Emperor, Thakorr, ordered his daughter Fen to send scouts to see who had attacked. Fen, being the headstrong and adventurous sort, instead went herself and met the crew of the ship and its captain, Leonard McKenzie. They fell in love and were married, even though vengeful Atlanteans mistook his actions for a kidnapping and killed most of McKenzie's crew.

Their child, a mutant hybrid of an Atlantean and a surface human, would come to be known as Namor, the Sub-Mariner.

As the grandson of Emperor Thakorr and son of Princess Fen—but also half human—Namor became a crucial intermediary between the water- and air-breathing worlds. Initially, when there was conflict, his sympathies were firmly with Atlantis. With the beginning of World War II, the surface hostilities again damaged Atlantis. In retaliation, Namor attacked New York City. Then, learning of the Nazi threat, he redirected Atlantean military might against the Third Reich. As the war went on, Atlantis fought against American, Nazi and Imperial Japanese forces at various points, always depending on what Namor saw to be his nation's best interests.

Eventually, Adolf Hitler ordered a brutal attack on Atlantis. Emperor Thakorr was gravely wounded, and Namor became the new head of state. He built alliances with other Sea Peoples, attacking surface nations with devastating floods until, during his absence, he was usurped by his uncle Daka, who formed an alliance with the Nazis. Returning home, Namor crushed this rebellion. After more Nazi attacks, Namor kept Atlantis mostly out of the war, though he continued mounting personal attacks against Axis forces until the war ended.

Exiles and Returns

Thakorr, recovering from his wounds and emerging from a coma, was outraged that Namor had taken such a prominent role in surface affairs. He exiled his grandson for several years before welcoming him back in Atlantis'

*EDITOR'S NOTE: READ ALL ABOUT DEVIANTS, ETERNALS AND CELESTIALS IN JACK KIRBY'S CLASSIC *ETERNALS #1* (1976), AND THE SECOND HOST IS FIRST MENTIONED IN *ETERNALS #7* (1977). --LIBRARIAN OVERTON

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Sinking of Atlantis

There are two stories of the fall of Atlantis. The first was told for centuries and was the basis for the underwater Atlantean civilization. The second was told by Neptune to the Atlantean kings and only recently revealed to the greater population by Namor the Sub-Mariner, last king of Atlantis.

The first tale goes like this:

After the first great age, Atlantis began to decline, with regional wars breaking out among tribes. The conflict approached the capital city, and in its weakened state, Atlantis was unable to resist the invasion of barbarians from the neighboring kingdom of Lemuria, who had themselves been conquered by the Deviants. Atlantis' desperate ruler, King Kamuu, took drastic measures to repel the invaders, unleashing magma from the volcanic chambers that warmed the city. The ensuing earthquakes and eruptions did annihilate the invaders, but they also destroyed much of the capital city and the Atlantean continent.

Atlantis' fate was sealed when the Deviants attacked the Second Host of Celestials* upon their arrival on Earth, and the Celestials retaliated by destroying Lemuria. The seismic upheaval known as the Great Cataclysm broke apart the continent of Atlantis, and within days, it disappeared into the ocean.

Survivors made it to nearby islands, which were battered, but not destroyed, by the cataclysm. One of these islands was Attilan, home of the Inhumans. A few survivors of the disaster found their way to Europe.

Even some of those dragged beneath the waves managed to survive, thanks to last-ditch spells cast by formidable Atlantean wizards. Given the ability to breathe water, they formed wandering tribes beneath the waves. *Homo mermanus* was born, and over the years, they flourished, becoming known as the Sea People. Eventually, they discovered the sunken remains of the great capital city of Atlantis, and the Sea People's prince—also named Kamuu—experienced a vision of his namesake ancestor, in which King Kamuu charged him with a great task. He must rebuild the city of Atlantis and lead a great undersea empire.

The second story goes like this: The Atlanteans were the most war-hungry people on Earth. Neptune, jealous of the land-based gods, wanted a civilization that could win wars across the globe in his name. He sank the continent and appeared to the Atlanteans as their savior, giving them the ability to breathe underwater. He gave the kings of Atlantis the true story so that they knew their place and would serve the sea god.

Parts of both stories are likely true, though centuries of lies and hidden agendas have obscured that truth.

Atlantis grew and developed. The Atlanteans fought wars with Deviants, Lemurian exiles who fell under the sway of the Serpent Crown and the Elder God Set, the vampiric Aqueos and other subsea enemies. Other than a brief conflict with Athenian Greece and the occasional random encounter, the undersea empire stayed away from the surface people of Earth.

That would not change until the early twentieth century.

Namor

By the 1920s, Atlantis had moved from its original location in the North Atlantic to a deep plain in the Southern Ocean near Antarctica. An American icebreaker ship, using depth charges to destroy icebergs, inadvertently caused massive damage to the city. Its Emperor, Thakorr, ordered his daughter Fen to send scouts to see who had attacked. Fen, being the headstrong and adventurous sort, instead went herself and met the crew of the ship and its captain, Leonard McKenzie. They fell in love and were married, even though vengeful Atlanteans mistook his actions for a kidnapping and killed most of McKenzie's crew.

Their child, a mutant hybrid of an Atlantean and a surface human, would come to be known as Namor, the Sub-Mariner.

As the grandson of Emperor Thakorr and son of Princess Fen—but also half human—Namor became a crucial intermediary between the water- and air-breathing worlds. Initially, when there was conflict, his sympathies were firmly with Atlantis. With the beginning of World War II, the surface hostilities again damaged Atlantis. In retaliation, Namor attacked New York City. Then, learning of the Nazi threat, he redirected Atlantean military might against the Third Reich. As the war went on, Atlantis fought against American, Nazi and Imperial Japanese forces at various points, always depending on what Namor saw to be his nation's best interests.

Eventually, Adolf Hitler ordered a brutal attack on Atlantis. Emperor Thakorr was gravely wounded, and Namor became the new head of state. He built alliances with other Sea Peoples, attacking surface nations with devastating floods until, during his absence, he was usurped by his uncle Daka, who formed an alliance with the Nazis. Returning home, Namor crushed this rebellion. After more Nazi attacks, Namor kept Atlantis mostly out of the war, though he continued mounting personal attacks against Axis forces until the war ended.

Exiles and Returns

Thakorr, recovering from his wounds and emerging from a coma, was outraged that Namor had taken such a prominent role in surface affairs. He exiled his grandson for several years before welcoming him back in Atlantis'

*EDITOR'S NOTE: READ ALL ABOUT DEVIANTS, ETERNALS AND CELESTIALS IN JACK KIRBY'S CLASSIC *ETERNALS #1* (1976), AND THE SECOND HOST IS FIRST MENTIONED IN *ETERNALS #7* (1977). --LIBRARIAN OVERTON

time of need—a dynamic that repeated itself several times until Thakorr's death in the 1950s.

Continuing his occasional role as surface emissary, Namor petitioned the United Nations to admit Atlantis as a member on several occasions. This petition was always rejected.

Atlanteans often criticized Namor's long surface absences, but they always relied on him when times were dangerous. He and Atlantis did not love the surface world, but they occasionally helped when allies on the surface needed it. On the other hand, they did not hesitate to bargain with villains if they decided that was in Atlantis' best interest. Namor even agreed to work for Doctor Doom once, when only Doom's genius could bring Atlantis' people out of a toxin-induced coma.

New Cataclysms, New Beginnings

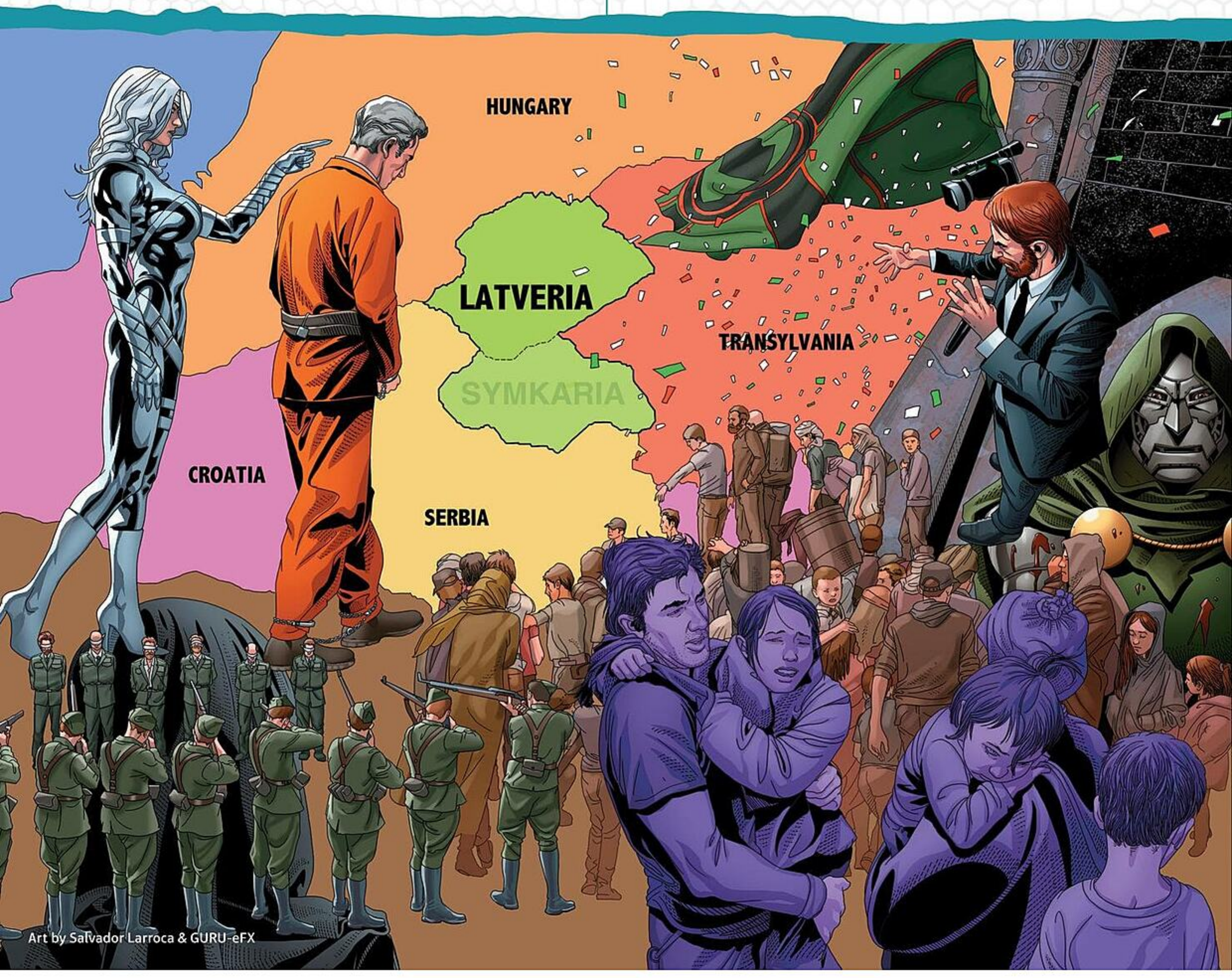
Since re-establishing contact with the surface world in the 1920s, Atlantis has moved several times—and been moved a few times as well. Morgan Le Fay once surfaced the entire city in an effort to re-create her ancestral home of Avalon, only to run afoul of the Inhumans, who also wished to claim it. The surviving Atlanteans rebuilt from the ruins of Maritanis, an Atlantean city destroyed by nuclear testing.

After Namor invaded Wakanda, unleashing catastrophic floods during the Avengers/X-Men battle over the Phoenix Force, tensions between the two nations simmered without boiling over. At the time, most Atlanteans lived in New Atlantis, a subsurface megastructure designed to support the mutant island of Utopia in San Francisco Bay. Unfortunately, Utopia was destroyed in the final battle between the Avengers and the X-Men, and New Atlantis with it.

Under the looming threat of the incursions, T'Challa and Namor hoped to find peace between their nations. But Queen Shuri ignored T'Challa's advice and attacked Atlantis, seeking revenge for Namor's previous attack.

After yet another relocation and rebuilding, Atlantis was destroyed by the Squadron Supreme as a reprisal for Namor's previous invasions of the surface world. This time, Hyperion gave Atlantis' citizens enough advance warning to evacuate before hurling the city violently up from the seafloor onto land. Then, for good measure, he killed Namor.

But both Namor and Atlantis were resurrected shortly afterward, and for a time, the Sub-Mariner took a more conciliatory stance toward the surface world. He even cooperated with S.H.I.E.L.D. to root out Hydra infiltrators in Atlantis and elsewhere. However, the peace didn't last long, and Namor was imprisoned for his surface invasions.



Art by Salvador Larroca & GURU-eFX

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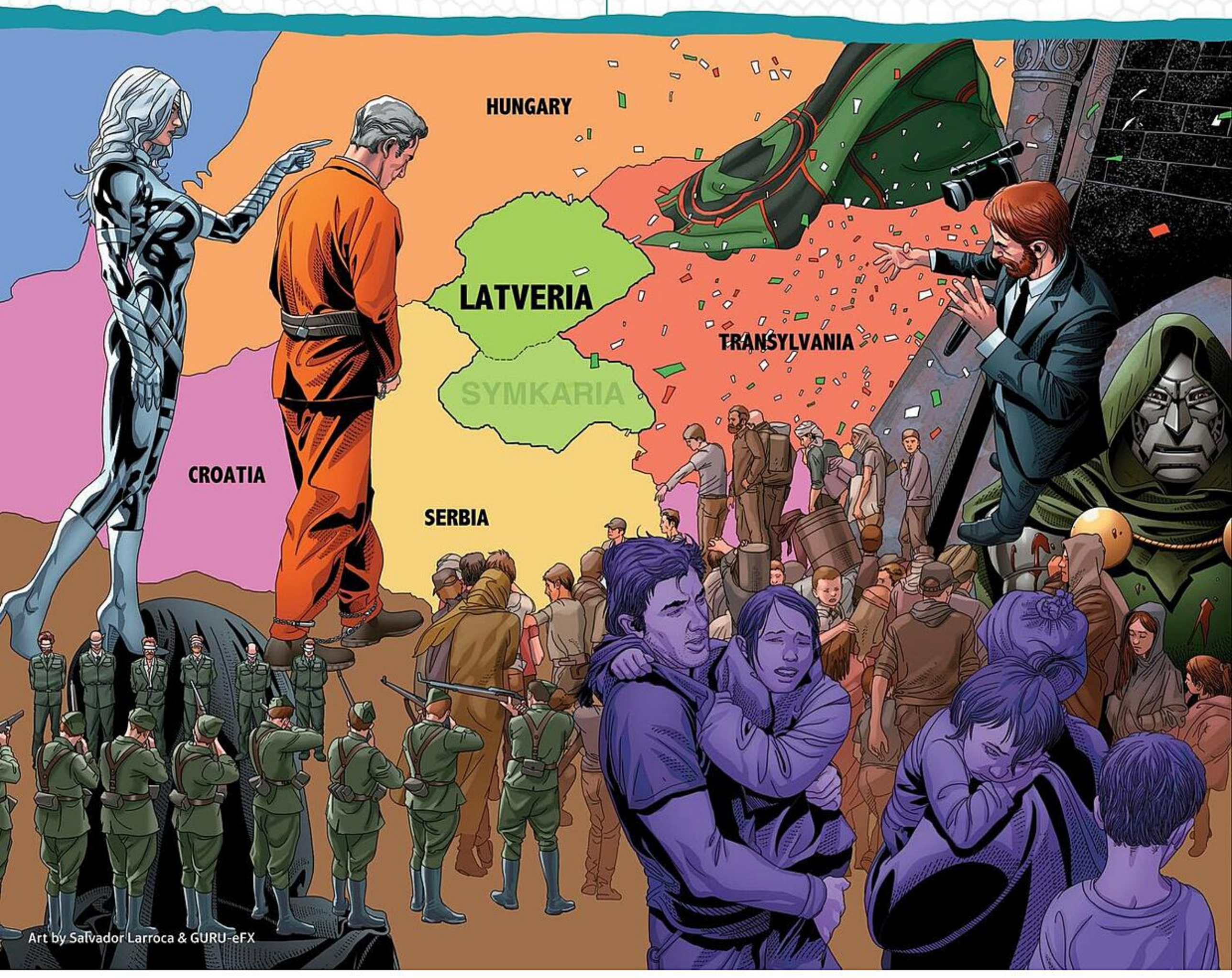

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In his absence, Atlantis fell into war among seven different competing kings, forcing Namor to return to the undersea realms and end the conflict before surface nations could use it as a pretext to destroy Atlantis once and for all. Namor defeated all seven would-be kings and then destroyed Atlantis' throne. He proclaimed himself the last king of Atlantis and led the people of the seas to work together in a Pax Atlantea.

Now the seas are governed by the League of the Seas, a council of seven who operate out of the new Atlantis: a huge city under a mystical dome and carried by mechanized tentacles across the sea bottom. Atlantis governs and protects the various civilizations under the oceans.

LATVERIA AND SYMKARIA

Balkan neighbors for centuries, Latveria and Symkaria have been at each other's throats on and off for as long as they have existed. Latveria has tended to have the upper hand in their recent conflicts, largely because it's ruled by Doctor Doom, but Symkaria is not without powers and resources of its own, including Silver Sable and the Wild Pack.

Latveria

Carved out of Transylvania by brothers Rudolfo and Karl Haasen in the fourteenth century, Latveria maintained its independence through every European war, including World War II—during which Latveria's ruling Fortunov family repelled an invading army led by Hydra leader Baron Wolfgang Von Strucker. Symkaria joined this battle as well, cementing an alliance between the two countries. But like other Latverian–Symkarian treaties, this one didn't last.

Years of Fortunov oppression came to an abrupt end when Victor Von Doom returned from his university studies in the United States and overthrew the family, getting revenge for their murder of his mother. Under Doom's rule, Latveria benefited from his genius while also suffering from his tyranny and megalomania. He renamed most places and natural features after himself, and he declared his own national holiday, Doom's Day.

Doom's technological creations drove Latveria's economy, and his army of Doombots kept the public order. He made Latveria more aggressive, attacking neighboring countries Slokovia, Rotruvia and Puternicstan. Doom also angled to unite Latveria and neighboring Symkaria—when he wasn't plotting to invade it. But his aggression peaked when he provoked the Doomwar against Wakanda, seeking to control its supply of vibranium.

The main city of Doomstadt is centered around Castle Doom, a fortress that dates from the 1580s. Doom has expanded and modernized it, and it now contains vast laboratories and research facilities. It is protected by Doombots and Doom's mutant garrison known as the Seven Daggers of Latveria.

Surrounding Doomstadt, the territory of Latveria is mountainous and heavily forested. Legends of monsters and demons abound in these remote areas.

Symkaria

Poor in natural resources but rich in a warlike tradition and national spirit, Latveria's southern neighbor has been fighting to survive for most of its existence. An alliance between Symkaria and Latveria kept both nations free of the Nazis during World War II and also free of Soviet annexation in the aftermath. Still, Symkaria suffered during the war, and as soon as the Nazi threat was over, intelligence minister Ernst Sablinov created the Wild Pack to hunt down war criminals. Over time, the Wild Pack became a mercenary organization led by Sablinov's daughter, Silver Sable. She led the group through many missions, even opposing Doctor Doom's attempts to usurp Symkarian power by marrying the Symkarian Princess Lenka. Doom's war against Wakanda also spilled over into Symkaria when Shuri and T'Challa faced off with Doom near Symkaria's border with Latveria.

Ongoing regional instability has always hit Symkaria harder than Latveria, perhaps because Symkaria has lacked a dominant leader such as Doom. Its capital Aniana is a center of arms sales, drug trafficking and other unsavory activities, necessitating intervention by various super-hero groups over the years, including the Avengers and the X-Men. Silver Sable and various iterations of the Wild Pack have also fought against enemies within Symkaria's borders, including corrupt nobles, the anarchist group U.L.T.I.M.A.T.U.M. and Norman Osborn, who transformed the country into a manufacturing hub creating weapons for his Goblin Army—until the Wild Pack and Spider-Man defeated them.

More recently, Doom finally realized his longtime dream of absorbing Symkaria into Latveria, but if history is any indication, the situation could change at any time.

OTHER NATIONS

Earth-616 is home to a number of other nations that don't exist in our world. They include:

Genosha

This island-nation off the east coast of Africa oppressed its mutant population until Magneto took it over and transformed it into a mutant homeland. It was later destroyed and now stands as a symbol of the horrific ways mutants are often treated.

Krakoa

The most recent attempt at establishing a mutant homeland happened on this sentient island floating in the middle of the Pacific. It has since left the world behind for a future in the White Hot Room.

Madripoor

This island-nation in Southeast Asia features the ultra-wealthy Hightown and the crime-riddled Lowtown. Both are known for respecting money far more than laws.

Siancong

A central Asian nation with a mystical, multidimensional past. It went through a decades-long civil war that dragged in the participation of many nations. A force of heroes, including Avengers, X-Men and others, recently saved it from utter destruction.

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COLEMAN
CRAMER
2025

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MULTIVERSAL AVENGERS

The Avengers have had countless adventures that have taken them to other times and dimensions. They've also inspired teams in possible futures and even had part of their team transported to a pocket dimension to live whole new lives. On top of that, teams that resemble the Avengers have arisen in other universes. Here are the most prominent of these groups, along with a wide-ranging conglomerated team that brought together heroes from multiple universes to defend the Multiverse against its greatest threat.

A-NEXT

On Earth-982, the modern age of heroes faded soon after the birth of Peter Parker's daughter, Mayday. As Spider-Man, Parker lost his leg in a final confrontation with the Green Goblin and hung up his webs. This set off a cascading effect, and over the next few years, the rest of Earth's superhumans either died or joined Parker in retirement.

For their part, the Avengers discovered a portal to Earth-9907, a dystopic reality ruled by Doctor Doom. Unsatisfied with his status as the supreme ruler of a single planet, Doom sent his minions to take the portal and conquer Earth-982.

The Avengers managed to push Doom's forces back, but at a great cost. Giant-Man (Hank Pym) and several other Avengers were killed outright. Hawkeye (Clint Barton) was blinded. Hercules lost his mind. The rest suffered significant injuries.

Captain America (Steve Rogers) chose to stay behind on Earth-9907 and organize a resistance movement. In the meantime, the Scarlet Witch volunteered to be sealed inside a Stark device to keep the portal closed. The remaining Avengers did what they could to keep the team going, but their hearts weren't in it anymore. Soon enough, the team dissolved.

History

Many years later, Edwin Jarvis fulfilled the wishes of the long-dead original Thunderstrike (Eric Masterson) by taking the hero's enchanted mace out of the Avengers vault and passing it on to Eric's now-adult son, Kevin Masterson. Believing he could use the weapon's magic for his nefarious ends, Loki sent rock trolls to steal it. In response, Jarvis put out the first Avengers distress call in almost a decade and assembled a ragtag group of heroes to retrieve the mace.

Loki's forces nearly defeated the team, but despite having no powers, Kevin charged past Loki's trolls and into the trickster's ritual circle. There he took hold of his father's mace, simultaneously foiling the god's scheme and unlocking the weapon's full powers. Afterward, Kevin and a handful of allies formed a new incarnation of the Avengers, a team that came to be known, colloquially, as A-Next.

A-Next

Initial Lineup:

- J2 (Zane Yama)
- Mainframe
- Stinger (Cassie Lang)
- Thunderstrike (Kevin Masterson)

Dream Team:

- American Dream (Shannon Carter)
- Bluestreak (Blue Kelso)
- Crimson Curse (Aerika Harkness)
- Freebooter (Brandon Cross)

Later Additions:

- Sabreclaw (Hudson Logan)
- Spider-Girl (Mayday Parker)
- Thena Thorsdóttir
- Warp

The new Avengers initially had just four members, but Mainframe quietly enacted a trainee program. Weeks later, American Dream and her "Dream Team" of junior heroes were ready to join forces with the rest of A-Next.

After proving themselves in battle with a powerful android named Ion Man and helping Hercules' long-lost son Argo reconnect with his father, the team began to encounter psychic disturbances emanating from their headquarters' basement. They tracked the disturbances to their source—the Scarlet Witch—and released her from her stasis pod, inadvertently reopening the portal to Earth-9907.

Hoping to succeed where their predecessors had failed, the team marched through the portal and joined forces with Captain America's resistance movement. In the end, Crimson Curse sacrificed herself to seal Doom away within his own Cosmic Cube.

The rest of the team returned home, only to find that their base had been infiltrated by Ion Man and the Revengers, villains led by Hank Pym's jealous daughter, the Red Queen (Hope Pym). Though A-Next managed to rout the evil team, the Revengers continued to menace the heroes long after.

Not much later, Spider-Girl (Mayday Parker) became A-Next's first reserve member. With her help, the team returned to Earth-9907 and cleaned up the remnants of Doom's empire, allowing Captain America to finally return home.

For Loki, this was the last straw. He kidnapped dozens of vigilantes from across the planet and robbed them of their morality, turning them into violent menaces. Captain America, A-Next, Thor and the remaining unaffected heroes rallied against Loki's forces, but in the process, Captain America was fatally injured. As a parting gift, Thor took his dying comrade's spirit and transmuted it into a new star.

Thor soon came to regret this gesture. In an attempt to free himself of his unending hunger, Galactus consumed Asgard and funneled its energies into the new star, setting off a chain reaction that would destroy the entire universe and restart it again with Galactus as the only survivor. Thankfully, A-Next and their allies foiled the scheme and merged the World-Devourer with the Silver Surfer to form a new, benevolent entity.

Loki's daughter Sylene later attempted to re-create Asgard by destroying Earth, but with the help of Spider-Girl and a handful of new allies—including Thor's daughter Thena and the former criminal Warp—the Avengers sent Sylene packing.

Headquarters

Though Avengers Mansion has had a few minor technical upgrades since the days of the original Avengers, A-Next more or less uses the same base as their predecessors. Edwin Jarvis still serves as the mansion's caretaker, as he has more expertise with the building's myriad systems than any of the new Avengers.

Playing on Earth-982

On Earth-982, the darker times that affected the heroes of Earth-616 never happened. Stories here tend to focus on moral heroes with relatable real-world problems who are often the children of the original super heroes, carrying on the legacy of their parents.

Characters in this universe often have family histories or backstories tied to familiar super heroes or villains, and players should feel free to use such things in their own games. Because issues concerning super-powers have become more understandable—if not quite routine—the world is more accepting of these strange new people and the amazing things they can do. It's a more hopeful age that, while still filled with wickedness, inspires people to think that even individual heroes can make a real difference.

Adventure Hooks

Here are three adventure hooks for A-Next or teams like them:

- A brilliant teenage boy claiming to be the long-lost son of Tony Stark approaches the heroes and asks to join the team. With Stark missing, the heroes have no way of determining the boy's true lineage. Is he actually Stark's son? Did he have something to do with Stark's disappearance? Or is he a genuine hero caught up in suspicious circumstances?
- The Revengers kidnap Jarvis and threaten to throw him off the top of the Empire State Building unless A-Next surrenders and hands over Avengers Mansion for two hours. Can the team rescue Jarvis without setting off any of the villains' many death traps? Is there anything Jarvis can do to aid the rescue effort? And what do the Revengers hope to find in the mansion—or do to it?
- Spider-Girl asks A-Next to aid her in an ongoing Spider-Verse crisis, but while the team is away, the crisis spreads to Earth-982. Can A-Next help Spider-Girl and get back in time to save their own world? Can they live with themselves if they don't? And what happens when the multiversal threat spills out into the streets of Earth-982?

HEROES REBORN

The Avengers, the Fantastic Four and Doctor Doom were all seemingly killed during their first encounter with the villain Onslaught. However, just before the psychic monstrosity could deliver the final blow, Franklin Richards (son of Mister Fantastic and the Invisible Woman) used his godlike powers to whisk Onslaught's victims away to a pocket dimension of his own making. In doing so, he merged them into that reality, erasing their memories and rewriting their pasts so that they had always been residents of that Counter-Earth.

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Characters in this universe often have family histories or backstories tied to familiar super heroes or villains, and players should feel free to use such things in their own games. Because issues concerning super-powers have become more understandable—if not quite routine—the world is more accepting of these strange new people and the amazing things they can do. It's a more hopeful age that, while still filled with wickedness, inspires people to think that even individual heroes can make a real difference.

Adventure Hooks

Here are three adventure hooks for A-Next or teams like them:

- A brilliant teenage boy claiming to be the long-lost son of Tony Stark approaches the heroes and asks to join the team. With Stark missing, the heroes have no way of determining the boy's true lineage. Is he actually Stark's son? Did he have something to do with Stark's disappearance? Or is he a genuine hero caught up in suspicious circumstances?
- The Revengers kidnap Jarvis and threaten to throw him off the top of the Empire State Building unless A-Next surrenders and hands over Avengers Mansion for two hours. Can the team rescue Jarvis without setting off any of the villains' many death traps? Is there anything Jarvis can do to aid the rescue effort? And what do the Revengers hope to find in the mansion—or do to it?
- Spider-Girl asks A-Next to aid her in an ongoing Spider-Verse crisis, but while the team is away, the crisis spreads to Earth-982. Can A-Next help Spider-Girl and get back in time to save their own world? Can they live with themselves if they don't? And what happens when the multiversal threat spills out into the streets of Earth-982?

HEROES REBORN

The Avengers, the Fantastic Four and Doctor Doom were all seemingly killed during their first encounter with the villain Onslaught. However, just before the psychic monstrosity could deliver the final blow, Franklin Richards (son of Mister Fantastic and the Invisible Woman) used his godlike powers to whisk Onslaught's victims away to a pocket dimension of his own making. In doing so, he merged them into that reality, erasing their memories and rewriting their pasts so that they had always been residents of that Counter-Earth.

In this dimension, the Fantastic Four gained their powers while investigating a cosmic anomaly created by Galactus; Iron Man (Tony Stark) was an older, more cynical version of himself; and Captain America (Steve Rogers) survived World War II unscathed, only for the U.S. government to force him into decades of service as a sleeper agent. Though some of the heroes retained faint recollections of their lives before, they had effectively become new people with new lives, new personalities and even new abilities.

Avengers Reborn

The Avengers of Counter-Earth were brought together not by Loki, but by Nick Fury, as part of his mission to establish a superhuman peacekeeping division of S.H.I.E.L.D. These reborn Avengers still fought Loki on their first mission when the trickster god attempted to stop them from thawing Thor out of his ancient resting place in the Arctic ice. Together, Thor and the Avengers defeated Loki, and afterward, the God of Thunder agreed to join the team.

The Counter-Earth Avengers

Initial Lineup:

- Captain America (Steve Rogers) (Earth-616)
- Hawkeye (Clint Barton) (Earth-616)
- Hellcat (Patsy Walker) (Counter-Earth)
- Scarlet Witch (Wanda Maximoff) (Earth-616)
- Swordsman (Counter-Earth)
- Thor (Thor Odinson) (Counter-Earth)
- Vision (Earth-616)

Later Additions:

- Ant-Man (Hank Pym) (Earth-616)
- Iron Man (Tony Stark) (Earth-616)
- Thor (Thor Odinson) (Earth-616)
- Wasp (Janet Van Dyne) (Earth-616)

Undeterred, Loki manipulated the Hulk into attacking the heroes at their base on Avengers Island. However, during the fight, the Hulk accidentally damaged the base's gamma reactor, putting the entire eastern seaboard at risk. Out of remorse, he joined forces with the Avengers, risking his life to help them safely contain the meltdown.

Art by Rob Liefeld, Chap Yaep, Marlo Alquiza, Jonathan Sibal, Extreme Color & Ashby Manson

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Though the day had been saved, the Avengers Island base was destroyed, and S.H.I.E.L.D. could no longer afford to keep the team running. Out of admiration for the group, Iron Man joined the Avengers and became their new financial backer.

However, the reactor's meltdown opened a small rift between Counter-Earth and Earth-616. Sensing an opportunity, Loki channeled the energy emanating from the rift into dozens of elemental constructs resembling old Avengers villains, which he sent to attack the team. These constructs stood no chance against the heroes, so Loki absorbed the power of the defeated constructs into himself, and with the help of the Enchantress, he brainwashed Thor and Hawkeye into joining his side. Around the same time, Hellcat's insecurities regarding her demonic form got the better of her, and she joined Loki's forces in exchange for his help possessing the Scarlet Witch.

The remaining Avengers seemed doomed, but they were saved by the last-minute additions of two S.H.I.E.L.D. scientists (Ant-Man and the Wasp) and the Thor of Earth-616, who had been released from the space between dimensions thanks to the widening rift on Avengers Island. Together, the expanded Avengers freed their brainwashed allies, restored the Scarlet Witch to her body and defeated Loki—albeit at the cost of Counter-Earth's Thor.

Soon after, Galactus arrived on Counter-Earth, and the Avengers, the Fantastic Four and Doctor Doom had to team up to defeat him. For the first time since they had arrived on Counter-Earth, everyone from Earth-616 was in the same place, and this was the moment the barrier between the two worlds began to collapse.

Avengers Return

Disturbed by the danger of these two realities being in such close proximity, the Celestials sent one of their own—Ashema, in the form of a human-sized avatar—to confront Franklin Richards and convince him to destroy one of the worlds. Richards refused, and in an attempt to better understand him, Ashema psychically connected with the boy and experienced all his memories. This gave her a greater respect not only for Richards, but for humanity in general, and after speaking with the Avengers, she agreed to absorb Counter-Earth into herself and preserve the dimension indefinitely—on the condition that everyone from Earth-616 return home.

Though the heroes were reluctant to leave their new lives behind, they did so for the sake of the planet. Despite Doctor Doom's best attempts to derail the deal and claim Richards' powers as his own, everyone eventually made it back home.

In the absence of the world's mightiest heroes, Atlantis invaded the surface world of Counter-Earth and drowned most of humanity. After a fight with the Fantastic Four on the original Earth, Doctor Doom was briefly flung back to Counter-Earth, where he organized an armistice with the Atlantean government, preserving the human civilization he had once sought to destroy. He then returned home to Earth-616.

After Doom's departure, a new generation of heroes arose on Counter-Earth, the greatest of which are the Young Allies—a group of youthful Avenger-like heroes led by Captain America's former sidekick, Bucky (Rikki Barnes). Though Barnes later moved to Earth-616, the legacy of the Young Allies lives on.

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These days, the Young Allies operate out of the flying city of Attilan, which became a bastion for humans and Inhumans alike in the wake of the mass flooding created by Atlantis.

Playing on Counter-Earth

Early stories on Counter-Earth centered around how heroes would fare if their pasts were different. Would they become fundamentally different people, or would they eventually find their way back to their core ideals and motivations?

Currently, Counter-Earth depicts life on an Earth that has lost its mightiest heroes. A planet where humanity is an endangered species. In the absence of the usual champions, who rises to the challenge of protecting what remains? In the wake of such devastation, might even villains learn to help others? Heroes here are automatic underdogs, outnumbered by their enemies and distrusted by civilians who resent being abandoned by their last protectors.

Adventure Hooks

Here are three adventure hooks for the Heroes Reborn or teams like them:

- Hellcat approaches the heroes and offers to help them reclaim the surface world—in exchange for ceding half of it to demons like herself. Do they agree to the plan, despite Hellcat's obvious untrustworthiness? Or do they reject her and hope that she doesn't find a way for the demons to take over the world anyhow?
- The heroes travel to Counter-Earth and discover that versions of themselves already exist there. How do they deal with these copies? What happens if the alternates see them as a threat or would like to swap places with them?
- The Black Order discovers the existence of Counter-Earth and decides to make the planet their new base of operations. By the time the heroes discover this, the world has already been conquered. Can they take out the Black Order and the collaborators native to that world? If not, might they be able to seal the world off, keeping the Black Order away from their own world instead—and at what price?

THE ULTIMATES (EARTH-1610)

On Earth-1610, Earth's Mightiest Heroes are not the Avengers. They did not form in response to a common crisis, nor did they immediately prove to be unambiguously righteous heroes.

Instead, this world's chief defenders—the Ultimates—were assembled by the U.S. government and its partners in S.H.I.E.L.D. to guard against a rising tide of superhuman terrorism. They were, from the outset, designed as a government-backed team with federal resources and goals.

The Ultimates

As a U.S. military general with extensive experience in S.H.I.E.L.D., Nick Fury was a natural choice for the program's director. The first three team members Fury selected—Hank Pym, Janet Van Dyne and Tony Stark—all had preexisting ties to S.H.I.E.L.D. Soon after the team formed, Fury and his cohorts discovered Captain America (Steve Rogers) frozen in the Arctic and enlisted him as the fourth Ultimate. Thor, as an anti-imperialist and an outspoken critic of the U.S. government, proved the hardest to recruit, but once he saw how many lives the Ultimates could save, he tentatively agreed to become the team's fifth and final founding member.

The Ultimates

Initial Lineup:

- Captain America (Steve Rogers)
- Giant-Man (Hank Pym)
- Iron Man (Tony Stark)
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Later Additions:

- Black Widow (Natasha Romanoff)
- Hawkeye (Clint Barton)
- Quicksilver (Pietro Lensherr)
- Scarlet Witch (Wanda Lensherr Maximoff)

Ironically, the team's first great opponent was their own science chief, Bruce Banner, who—in a fit of jealous rage—injected himself with a serum that transformed him into an unstoppable Hulk. The Ultimates defeated the Hulk and covered up the monster's true identity, but not before he wrecked half of Manhattan, killing hundreds.

Still, the team's role in taking the Hulk down garnered them the press they needed to expand the Ultimates program and bring in four new members. The team then dismantled a world-threatening Chitauri conspiracy, instantly becoming international icons.

For a brief moment, it seemed the Ultimates could do no wrong. Then Black Widow (Natasha Romanoff), Loki and a team of revolutionary Liberators began to sabotage the heroes. They leaked the Hulk's identity to the media, they convinced the other Ultimates that Thor was insane and they directed the team toward increasingly controversial jobs.

Using all this bad press as cover, the Liberators captured the Ultimates and briefly overthrew the U.S. government. Though the team eventually triumphed, the incident convinced the Ultimates to drop their federal backing and become fully independent.

Having left the team after a domestic dispute with the Wasp (Janet Van Dyne), Hank Pym tried to buy his way back into the Ultimates' good graces with a sentient robot named Ultron. Unfortunately, the robot went insane and, in the subsequent fighting, the Ultimates lost both Scarlet Witch and Quicksilver.

With his children dead, Magneto decided to finish his war on humanity by reversing the Earth's magnetic poles, creating devastating floods around the world. With help from the X-Men, the team came back and defeated Magneto, but in the process, Pym, Van Dyne and Thor were all killed.

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Ultimates New and Old

Reduced to just three members, the Ultimates tried to bolster their forces with a slew of new allies. This short-lived revamp did manage to dismantle another plot by Loki and resurrect Thor, but on their second mission, they fought with the Avengers, a black-ops squadron organized by S.H.I.E.L.D.'s nefarious new director, Gregory Stark. After they convinced the Avengers of Stark's villainy, the two teams united and defeated him, allowing Nick Fury to assume Stark's position and restore the Ultimates' government backing.

To keep the team efficient, Fury pared it down to just five members, including the new Black Widow and former Avenger Monica Chang.

The Reinstated Ultimates

Initial Lineup:

- Black Widow (Monica Chang)
- Hawkeye (Clint Barton)
- Iron Man (Tony Stark)
- Spider-Woman (Jessica Drew)
- Thor (Thor Odinson)

Later Additions:

- Captain America (Steve Rogers)
- Falcon (Sam Wilson)

Soon after the team's reinstatement, a grief-stricken Reed Richards rebranded himself as the Maker and declared war on the entire planet.* The fighting between the U.S. government and Richards' army of superhumans escalated so quickly that the federal government pushed Fury out of S.H.I.E.L.D. to assume direct control of the Ultimates.

The Ultimates could not immediately defeat the Maker, so the government launched their entire nuclear arsenal at his base. The nukes barely scratched the surface, and in retaliation, the Maker annihilated almost the entire federal government.

Tony Stark eventually managed to arrest the Maker by turning his high-tech systems against him, but the whole incident left both the team and the country in a precarious place. A Sentinel invasion further destabilized the nation, and soon, the United States was embroiled in a new civil war.

Captain America briefly returned to help get the country under control, but once the job was done, he focused on his new duties as the President of the United States instead. In the absence of both Fury and Rogers, Monica Chang took over as director of S.H.I.E.L.D. and leader of the Ultimates.

Soon after that, the Maker escaped from prison, and while attempting to apprehend him, the Ultimates inadvertently summoned the Galactus of Earth-616 to their dimension. Faced with such a threat, the Maker and the Ultimates joined forces. With some help from Kitty Pryde of the X-Men and Spider-Man (Miles Morales), the team managed to banish Galactus to the Negative Zone, but in the process, both Captain America and Thor were killed.

*EDITOR'S NOTE: REED RICHARDS' DESCENT INTO MADNESS CULMINATED WHEN NEW YORK WAS FLOODED BY MAGNETO AND SUE STORM REJECTED RICHARDS' PROPOSAL. READ ALL ABOUT IT IN *ULTIMATUM (2009) #1-5*.
--YOUR DELUGED DESKMAN

In the aftermath, the government dissolved both S.H.I.E.L.D. and the Ultimates. Spider-Man, Kitty Pryde and Jessica Drew formed a group of Young Ultimates, but they too dissolved after the birth of the Eighth Cosmos (see page 29), when Morales and his family were transplanted to Earth-616.

Some time later, the Maker resurrected the original Ultimates lineup so that they could protect him from the cosmically powered Ultimates of Earth-616. (For more on that team, see page 50.) However, the revived Ultimates quickly turned on the Maker and returned home. Some of them recently joined a new group of Ultimates, though little information about this team has been documented.

Headquarters

Though they have occasionally used other bases, the Ultimates usually operate out of the Triskelion, a technologically advanced skyscraper complex built on a small island in Manhattan's Upper Bay. The Triskelion has three expansive branches jutting from its main spire, which gives the building the rough shape of the letter Y when seen from above.

The complex also serves as S.H.I.E.L.D.'s main headquarters, and it regularly hosts representatives from the U.S. government and defense industry. S.H.I.E.L.D. occupies the vast majority of the Triskelion, and it's one of the most well-defended buildings on the planet.

Playing in Earth-1610

Earth-1610 looks a lot like Earth-616, but it is a much darker place, closer to our own reality than Earth-616 is. The superhumans of Earth-1610 tend to be more grounded—and sometimes less powerful—than their Earth-616 counterparts. They rely more on high tech than weird science.

With a few exceptions, the heroes of this world—particularly the Ultimates—are flawed and pragmatic people who regularly compromise their own values for what they hope is the greater good. The villains they fight present deadly threats that take serious time and money to resolve. Even simple, successful missions may still result in the deaths of hundreds, if not thousands.

Not all players may be interested in such grim storylines, and the Narrator should check with their group before introducing these themes into their tales. Assuming everyone is on board, though, Earth-1610 can be an excellent venue for examining and deconstructing traditional superhero narratives.

How can a team like the Avengers function in a world that feels closer to our own? What sort of compromises might they need to make to keep themselves funded? Would they still be a force for good, or would they end up preserving the corrupt power structures that already exist?

Adventure Hooks

Here are three adventure hooks for the Ultimates or teams like them:

- A militia of armed neo-Nazis led by Baron Helmut Zemo releases an experimental bioweapon over New York City, instantly infecting millions of people with a deadly virus that transforms them into mindless, super-strong gamma mutates. Can the heroes defeat Zemo and contain the virus before it destabilizes the

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Playing in Earth-1610

Earth-1610 looks a lot like Earth-616, but it is a much darker place, closer to our own reality than Earth-616 is. The superhumans of Earth-1610 tend to be more grounded—and sometimes less powerful—than their Earth-616 counterparts. They rely more on high tech than weird science.

With a few exceptions, the heroes of this world—particularly the Ultimates—are flawed and pragmatic people who regularly compromise their own values for what they hope is the greater good. The villains they fight present deadly threats that take serious time and money to resolve. Even simple, successful missions may still result in the deaths of hundreds, if not thousands.

Not all players may be interested in such grim storylines, and the Narrator should check with their group before introducing these themes into their tales. Assuming everyone is on board, though, Earth-1610 can be an excellent venue for examining and deconstructing traditional superhero narratives.

How can a team like the Avengers function in a world that feels closer to our own? What sort of compromises might they need to make to keep themselves funded? Would they still be a force for good, or would they end up preserving the corrupt power structures that already exist?

Adventure Hooks

Here are three adventure hooks for the Ultimates or teams like them:

- A militia of armed neo-Nazis led by Baron Helmut Zemo releases an experimental bioweapon over New York City, instantly infecting millions of people with a deadly virus that transforms them into mindless, super-strong gamma mutates. Can the heroes defeat Zemo and contain the virus before it destabilizes the

entire eastern seaboard? Is it possible to salvage any of New York, or might the government push to annihilate the entire city? How can Zemo be made to pay for a crime of this magnitude?

- The Ultimates discover that one of their deadliest foes has secretly been in S.H.I.E.L.D. custody for months and that the higher-ups in the organization have been forcing the captive villain to create helpful devices for the team. Do the heroes continue to reap the benefits of this morally gray arrangement? Or do they expose the secret to the world and risk destabilizing the important work that both they and S.H.I.E.L.D. do?
- The U.S. government asks the heroes to intervene in a civil war overseas. The operation could save thousands of lives, but if it goes poorly, it could bolster the opposing forces and extend the war instead. Do the heroes take the risk? How do they feel about working alongside the military in the first place?

Art by Juan Frigeri & Federico Blee

THE ULTIMATES (EARTH-6160)

Only a handful of people escaped unscathed from the incursions that destroyed the Seventh Cosmos. One of those people was the Maker, an evil incarnation of Reed Richards from Earth-1610, who managed to inject a copy of himself into every universe in the rebuilt Eighth Cosmos.

These copies attempted to remake the new cosmos in the Maker's image. Eventually, most of the copies were either captured or killed while the original Maker was locked away in a maximum-security prison on Earth-616.

Undeterred, the Maker set his sights on a new goal. He found a world like Earth-616 but on a timeline some decades in the past, at a point at which he could still prevent the Age of Heroes from coming about. With no heroes around to stop him, he believed it would be easy to manipulate the world from the shadows and use it as a guinea pig for whatever twisted experiments he desired.

History

After escaping from prison, the Maker eventually found and settled on Earth-6160, where he began systematically interfering with the origin stories of almost every major super hero on the planet. He allowed a handful of people—like the Hulk (Bruce Banner)—to obtain their powers, but only so he could convert them into his allies.

Over the course of decades, the Maker covertly rearranged the world into seven distinct territories that he could easily control from his headquarters in Latveria through his network of super-villain cronies. The United States, Canada and Mexico merged to form the North American Union, with Stane/Stark Industries as its corporate and political center, and the rest of the world fell under the control of the Maker's anointed superhumans.

However, Howard Stark and Obadiah Stane could stand to be manipulated for only so long, and after many years of compliance, they launched a rebellion. In retaliation, the Maker enacted a massive terrorist attack on New York City in Stark's name, killing thousands of people, including May Parker and Norman Osborn.

Stark eventually managed to stop the Maker by sealing them both inside a time bubble. With only two years until the bubble's expiration, Howard's son, Iron Lad (Tony Stark), teamed up with Doom (Reed Richards) and began preparing for the Maker's return. They recovered Captain America (Steve Rogers) from the Arctic ice. They also used a time machine called the Immortus Engine to send origin-boxes to people calculated to be receptive to them six months in the past.

With a few exceptions—such as Spider-Man (Peter Parker)—almost nobody who received these packages immediately accepted the powers contained within. As such, Iron Lad and his cohorts had to look for allies in other places.

They freed Thor from an Asgardian prison and recruited his warden, Sif. The team confronted Hank Pym and Janet Van Dyne, convincing the married couple to accept Stark's package, making them the final founding members of the Ultimates.

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The Ultimates

Initial Lineup:

- Ant-Man (Hank Pym)
- Captain America (Steve Rogers)
- Doom (Reed Richards)
- Iron Lad (Tony Stark)
- Sif
- Thor (Thor Odinson)
- Wasp (Janet Van Dyne)

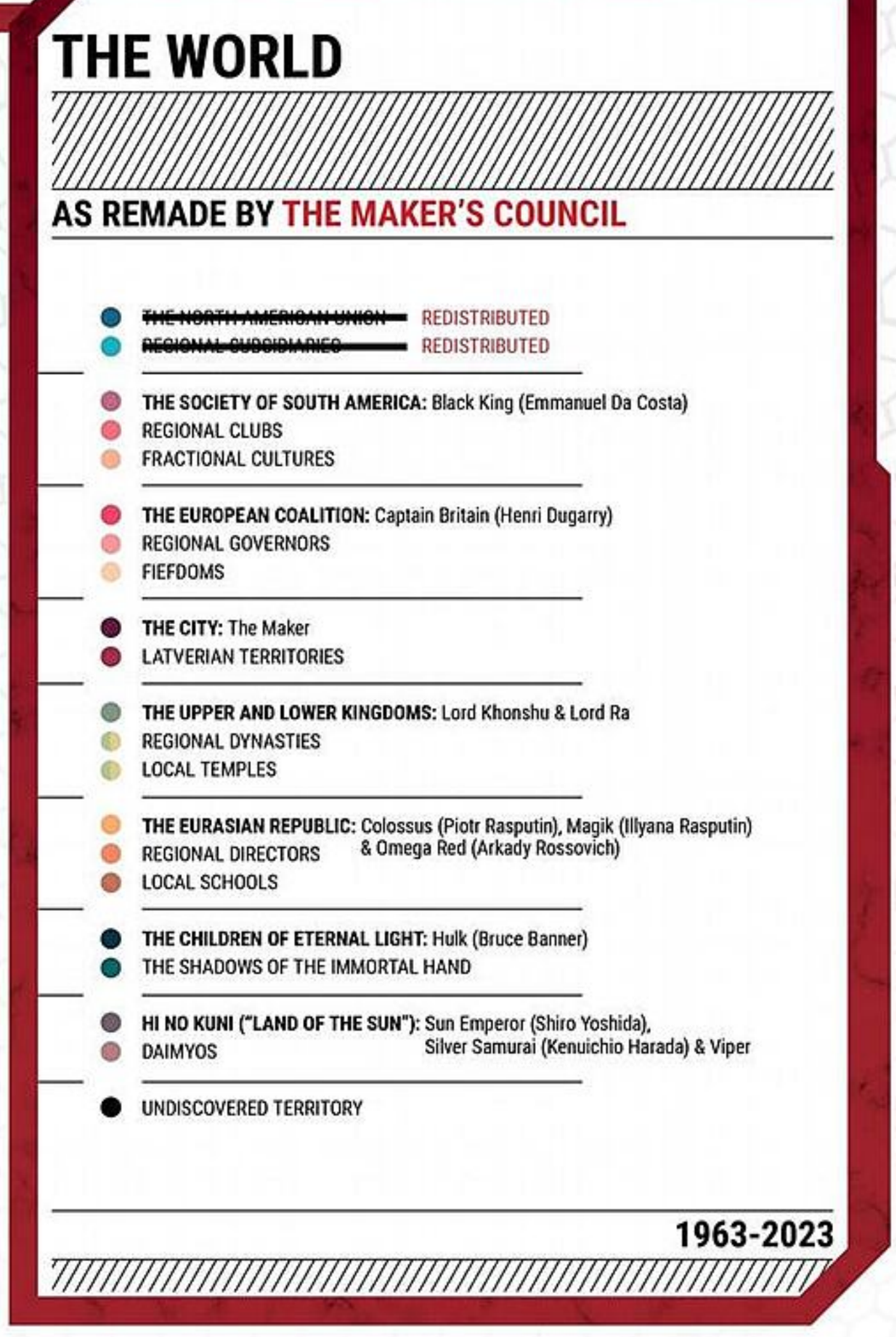
Later Additions:

- America Chavez
- Hawkeye (Charli Ramsey)
- Human Torch (Jim Hammond)
- Luke Cage
- She-Hulk (Lejori Joena Zakaria)

Though the team had, technically, been completed, the Ultimates continued to bolster their forces by seeking out powerful new allies across the globe.

Together, they overthrew Midas—who had taken charge of the White House in exchange for assassinating John F. Kennedy for the Maker—and freed an amnesiac America Chavez from a secret prison beneath the mansion. At around the same time, they freed the Human Torch (Jim Hammond) from another secretive facility.

Later, on Monster Island—a small Pacific atoll utterly devastated by the Hulk's gamma experiments—the team



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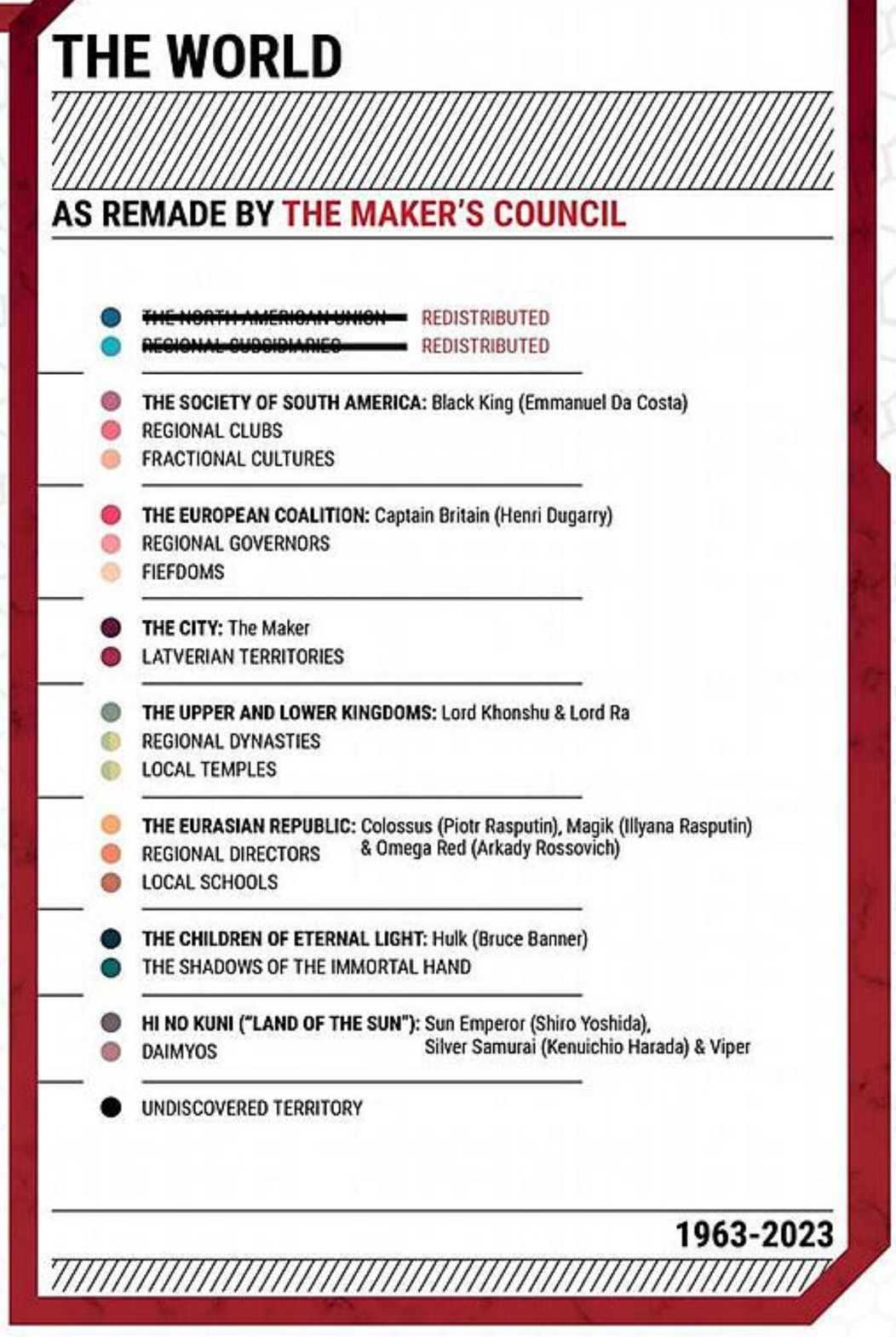


recruited She-Hulk to their cause in exchange for promises to renew the land. In a comparable move, Captain America then recruited the Lakota activist and sharpshooter Hawkeye into the Ultimates by offering to help them dismantle the polluting Roxxon Corporation.

By this point, the Hulk had begun to catch on to the Ultimates' plans. He made sure that the next time the heroes attacked a Maker facility, he and his strongest lieutenants would be waiting there, ready to fight. They would have completely destroyed the team had Doom not teleported the Ultimates away at the last moment.

Iron Lad was so badly injured, he was forced to spend the next several months recovering in a stasis pod. In Stark's absence, Captain America took over as the team leader and began to push them away from directly attacking Maker-controlled facilities in favor of fomenting revolution and democracy more broadly.

When Stark finally did recover, he was furious with Rogers. Cracks formed in the relationship between the men that threatened to pull the entire team apart. At that point, no one knew for sure if the Ultimates would stick together, much less defeat the Maker.

Headquarters

Like their Earth-1610 counterparts, the Ultimates operate out of a three-pronged, high-tech facility called the Triskelion. However, this Triskelion is a hidden, Stark-manufactured space station.

Though the facility can be accessed by space shuttle, the Ultimates typically use the Triskelion's teleporters for transport. Even when the entire team is called together for a mission, one person—usually Doom or Iron Lad—stays behind to operate the teleporters and act as mission control.

Playing in Earth-6160

On Earth-6160, super heroes are a new phenomenon. They are part of the first wave of such people, forging new means of resistance against a world government created to keep them from ever happening. Players can take on the roles of brand-new heroes or existing Marvel heroes who have come into their powers despite the Maker's plans—or perhaps because of his temporary absence.

Such heroes are often more mature than in other worlds. They may be approaching middle age with a deep sense of discontent, feeling that their lives aren't nearly as amazing as they were destined to be. They hope to find that sense of purpose and excitement—if only they are brave enough to grasp it.

Adventure Hooks

Here are three adventure hooks for the Ultimates or teams like them:

- Hulk drops the heroes through a portal to Earth-616, forcing them to work with their counterparts to get back home. How do the heroes react to seeing how their lives would have gone without the Maker's influence? Does it bolster their confidence or make them feel unworthy? Does anyone want to trade universes?
- A Beyonder—a nearly omnipotent alien being—banishes the Ultimates to a hostile alien world and frees the Maker from his time trap months ahead of schedule, instantly plunging the planet into World War III. Can the heroes get back home in time to contain the chaos, or might all their efforts to make the world a better place be for naught? What does a Beyonder want with the Maker anyhow? Is there a greater threat on the horizon that even the Beyonders can't deal with on their own?
- The heroes encounter a potential ally, but to recruit that person to the cause, they have to destroy a heavily armed corporate facility. The building is full of trigger-happy guards and has a self-destruct capability that could ruin the city around it. Can the heroes find a way to destroy the facility without getting themselves, the guards and the local civilians killed?

THE MULTIVERSAL AVENGERS

On Earth-18201, Mjolnir deemed Thor worthy only of death and tossed him into the sun. With Odin left brokenhearted, Loki soon took over as All-Father, but this triumph brought him little joy. To figure out why, he turned to other versions of himself across the Multiverse, but all the Lokis he found were the kind of cruel villains who inspired the creation of heroic teams like the Avengers.

Determined to avoid such a fate, Loki prevented the Avengers of his reality from assembling. He soon realized that the Avengers in each universe fought not only Loki but many other great threats, and he wound up fighting the threats they would have faced—at the ultimate cost of every other life in his universe. Filled with despair, he threw himself into the sun.

Life, however, was not done with Loki, and the trickster awoke to find himself in the God Quarry—a realm where the decaying bodies of the gods themselves form a layer of fossilized remains across the bedrock of all creation. Taking his miraculous deliverance to this dead realm as a sign from the cosmos, Loki adopted the codename Avenger Prime and dedicated himself to bettering the Multiverse. To that end, he began assembling a team of Avengers that could protect all realities.

Avengers Forever

Aided by a battalion of Deathloks—robots built from the remnants of dead gods—Loki set out to assemble the Multiverse's mightiest heroes. Before he got too far, a group of multiversal villains arose to stop him.

The demon lord Mephisto and his Council of Red—consisting of Mephistos from across the Multiverse—had plagued humanity and the Avengers for untold millennia, all the way back to the days of the Prehistoric Avengers. To counter Loki, the Council of Red urged the formation of the Multiversal Masters of Evil under the leadership of Doom Supreme (Victor Von Doom of Earth-22215).

The Council and the Masters sought to conquer all of creation, and as realities fell to their innumerable armies, so did Loki's Deathloks. Only a handful escaped the slaughter. One managed to make his way to Earth-616, where he convinced Ghost Rider (Robbie Reyes) to help assemble a multiversal counteroffensive.

Art by Aaron Kuder, Mark Farmer & Frank Martin

Together, Ghost Rider and the Deathlok traveled to Earth-818, a world ravaged by the Multiversal Masters, where they were captured by the Black Skull—an incarnation of the Red Skull bonded with Venom. Thankfully, a member of the local resistance—Ant-Man (Tony Stark)—broke them out of prison and helped them fight against the Black Skull's regime.

The Skull called for backup, and the reinforcements the Masters sent would have wiped the resistance away were it not for the last-minute intervention of Atli, Ellisiv and Frigg, three of Thor's granddaughters from another universe. With their help, the resistance liberated Earth-818 from the Masters' control.

While the rest of the resistance attended to other matters, Ant-Man, Ghost-Rider and Deathlok went ahead with their recruitment drive. As they freed world after world from the clutches of the Multiversal Masters, they made dozens of new allies, including a cosmically empowered Star Panther (T'Challa), an army of Captains America, a disgraced and hammerless Thor, a corps of Carol Danvers and countless incarnations of Iron Man (all of whom Ant-Man personally sobered up). Along the way, Ghost Rider discovered that he was the All-Rider, a long-prophesized being capable of turning anything into a fiery vehicle of judgment.

The Masters were rapidly losing their grip on the Multiverse, but they weren't about to surrender. It was time to counterattack.

All Avengers Assemble

Anticipating such a move, Avenger Prime reached out to the Avengers of Earth-616 and their ancient counterparts, the Avengers of 1,000,000 BC. Just as he was convincing the teams to join him, the Council of Red and the Multiversal Masters launched a joint assault on the God Quarry. They sought not only to defeat the core of the Multiversal Avengers but to break the Quarry itself, allowing them access to the unstoppable powers of the First Firmament—the origin point of all creation that lurked beneath.

Both the Avengers and their ancient counterparts rushed to provide support. The ensuing battle was so epic that its reverberations could be felt across all of existence. Gods fell by the dozens, only to be replaced by other versions of themselves still pouring into the fight.

The battle reached its climax when one Mephisto finally managed to poke a hole into the First Firmament. The resulting flood of energy destroyed him and sent the remnants of the Multiversal Masters and the Council of Red running.

The Multiversal Avengers were safe for now, but they knew that, left unattended, the hole in the Quarry would grow until it consumed all of creation. The All-Rider charged into the breach, seemingly sacrificing himself to seal it. However, he survived, alive and alone, trapped on an island in a remote part of the sea surrounding the God Quarry.

In the aftermath, the Avengers' newest member (a Star-brand named Brandy Selby) and the Phoenix of 1,000,000 BC sacrificed themselves to weave a spell to repair the damage that the Masters of Evil had done to the Multiverse. Satisfied, the Avengers from 1,000,000 BC and Earth-616 returned home. The core of the Multiversal Avengers took up residence in the God Quarry, standing guard and waiting for the next multiversal threat to appear.

Headquarters

Originally, Avenger Prime and his Deathloks operated out of Avengers Tower, a skyscraper-sized mass of salvaged metal and wires crudely stitched together into a functioning base. This sat at the edge of the God Quarry, where the realm's gray stone expanse tips over into an endless abyss.

During the final confrontation between the Multiversal Masters and the Avengers, a planet-sized incarnation of Doctor Doom named Doom the Living Planet smashed Avengers Tower to pieces. Shortly thereafter, one of the Deathloks uploaded itself into the long-dead Celestial body of Avengers Mountain from Earth-616, granting itself the Celestial's size and strength.

Though it lost its right hand in the battle, the Deathlok survived and went on to become a living base for the Multiversal Avengers.

Playing Multiversally

The heroes who comprise the Multiversal Avengers all have some quality that distinguishes them from their Earth-616 counterparts. Many of them hail from worlds devastated by the Multiversal Masters. Others come from worlds so far in the past or future that they wouldn't recognize a modern world in which their descendants or ancestors live.

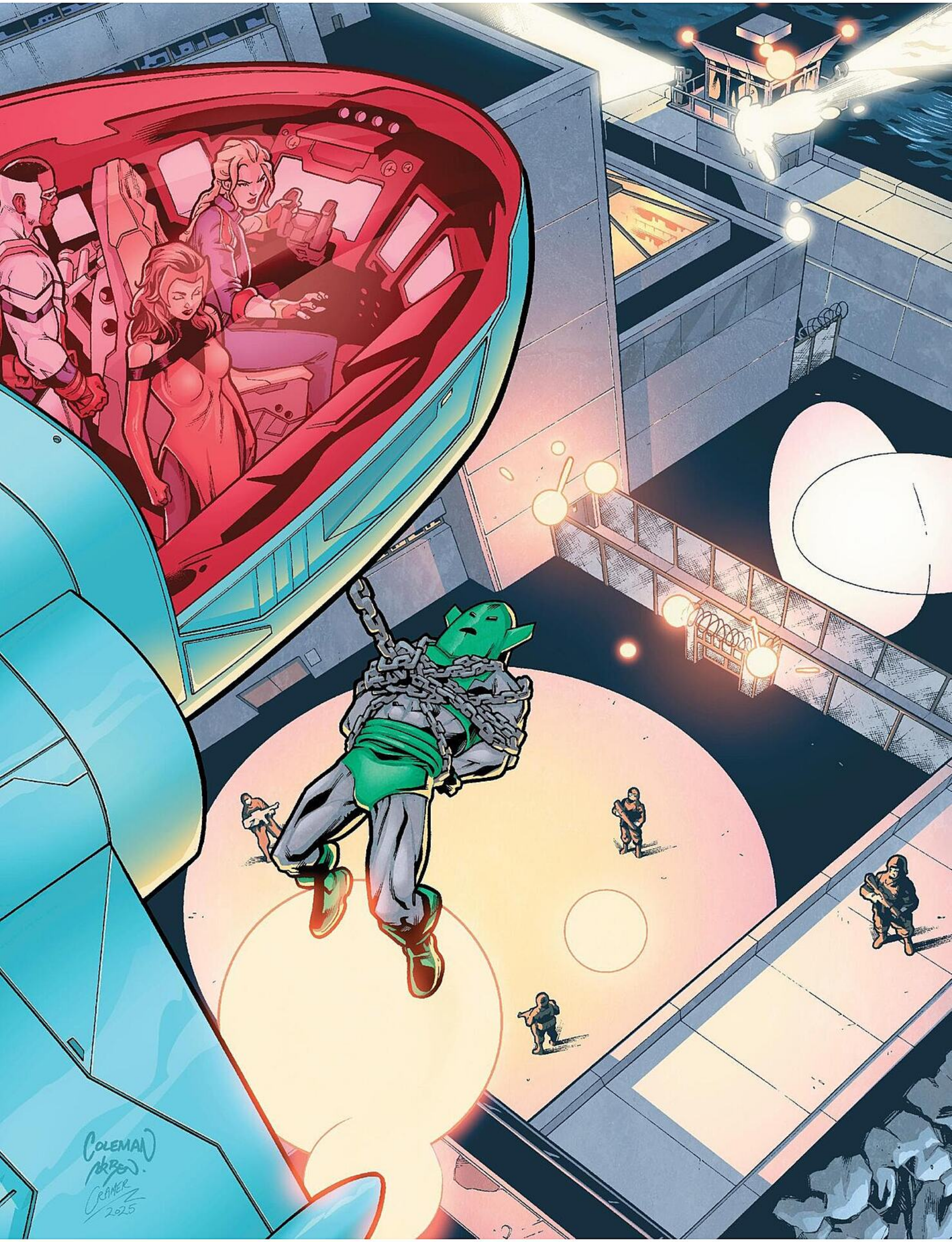
Other variants simply have different personalities, origins or powers than their counterparts. They might even be from other species. At least one canine version of Steve Rogers fought in the battle against the Masters, for instance.

When crafting a variant, it can help to focus on a single "What if?" idea. What if Tony Stark was dirt poor? What if Sharon Carter became Captain America? What if Thor didn't have Mjolnir? Who would they be then?

Adventure Hooks

Here are three adventure hooks for the Multiversal Avengers or teams like them:

- The Tricksters Guild—a multiversal organization of evil Lokis—kidnaps Avenger Prime and subjects him to brutal experiments, hoping to understand what makes him different from them. With the rest of the Multiversal Avengers busy handling other threats, the heroes are the only ones capable of rescuing the team's leader. Can they overcome innumerable gods and rescue Avenger Prime? Faced with such overwhelming odds, can they somehow trick the tricksters?
- A multiversal group of Fantastic Four variants called the Fantastic Four Thousand invites the Multiversal Avengers to their secret base in the Negative Zone so they can work out a cooperation treaty. Do the Avengers accept? What if the Fantastic Four Thousand turn out to be a front for a council of evil counterparts of Reed Richards? Then again, might it be even more dangerous to leave the Four Thousand to their own devices?
- The heroes encounter evil versions of their own children. Can they bring themselves to fight these otherworldly incarnations of their offspring? What made these alternate versions so evil to begin with? Do these lost children have any hope for redemption?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7

EVIL ORGANIZATIONS

After the Avengers led the way in creating a team to deal with the worst dangers in the Multiverse, the villains who felt threatened by such a gathering responded in kind. The Masters of Evil were the first to band together to take down the Avengers, but countless other groups followed in their wake.

Here are details on the most notorious and persistent organizations that have threatened the Avengers—and the rest of the world—over the years.

THE MASTERS OF EVIL

At the end of World War II, the man responsible for sending Captain America (Steve Rogers) and Bucky Barnes to their apparent deaths—Baron Heinrich Zemo—fled from Germany to a remote part of South America. He hid out there for decades, until the announcement of Rogers' recovery and subsequent entry into the Avengers spurred Zemo to emerge from hiding and assemble a team worthy of battling Earth's mightiest heroes.

History

Zemo researched each of the Avengers and selected a handful of their greatest enemies for membership in his new organization: the Masters of Evil.

The Original Masters of Evil

Initial Lineup:

- Baron Zemo (Heinrich Zemo)
- Black Knight (Nathan Garrett)
- Melter (Bruno Horgan)
- Radioactive Man (Chen Lu)

Later Additions:

- Enchantress (Amora)
- Executioner (Skurge)
- Wonder Man (Simon Williams)

The team's first attack on the Avengers was an unmitigated disaster, and everyone save for Zemo was captured. However, they fought well enough to convince two of Thor Odinson's regular enemies—the Enchantress and the Executioner—to ally with Zemo and continue the Masters of Evil.

After once again failing to defeat the Avengers, Zemo decided he needed more muscle on his side, so he endeavored to turn a businessman once slighted by Iron Man (Tony Stark) into a powerful superhuman capable of taking on all the Avengers at once. However, after learning that Zemo's experimental power-granting process would eventually kill him, the newly made Wonder Man (Simon Williams) turned on the Masters and helped the Avengers defeat them.

Frustrated beyond all measure, Zemo recruited the Black Knight and the Melter back into the Masters of Evil and mounted one last offensive against the Avengers. During the fight, Zemo attempted to shoot Captain America, but his shot went wide and hit a nearby cliff, creating a rockslide that claimed Zemo's life. Bereft of their leader, the rest of the Masters scattered.

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The Masters of Evil name sat unused for a while after that. Two of Hank Pym's biggest foes—Ultron and Egghead—tried creating their own incarnations of the Masters, but neither team lasted long.

The next major version of the team was, appropriately, created by Zemo's son, Helmut.

Helmut's Masters of Evil

- Absorbing Man (Carl "Crusher" Creel)
- Baron Zemo (Helmut Zemo)
- Blackout (Marcus Daniels)
- Fixer (Norbert Ebersol)
- Goliath (Erik Josten)
- Mister Hyde (Calvin Zabo)
- Moonstone (Karla Sofen)
- Tiger Shark (Todd Arliss)
- Titania (Mary MacPherran)
- Yellowjacket (Rita DeMara)

Hoping to overwhelm the Avengers with sheer force of numbers, Helmut and the Masters organized a joint assault on Avengers Mansion with another villainous group called the Wrecking Crew. The two teams captured the mansion and nearly all of the Avengers, but the Wasp (Janet Van Dyne) escaped their grasp long enough to mount a successful counteroffensive. In the ensuing fight, Blackout was killed, and Zemo was badly injured.

Zemo eventually recovered and began making plans for a Masters of Evil comeback, but before he could execute them, the Avengers were seemingly killed in battle with Onslaught.* Sensing an opportunity to commandeer the team's government resources, Baron Zemo gathered the Masters of Evil and gave them each new identities. Together, they formed the Thunderbolts—an ostensibly heroic team with a secretly villainous purpose.

Ironically, one of the first threats the Thunderbolts faced was a new, mercenary incarnation of the Masters of Evil, led by the Crimson Cowl (business magnate Justine Hammer). However, after just a few missions, many of the Thunderbolts began to enjoy the adoration, respect and sense of accomplishment that came with being super heroes. Eventually, they turned on Zemo and established themselves as a truly heroic team.

For more on the Thunderbolts as heroes, see Chapter 3.

Some years later, after the dissolution of Hammer's Masters, an evil robot based on Nick Fury— named Max Fury—tried to start his own Masters of Evil, only to be usurped by Zemo. With Hydra's help, Zemo gradually expanded his new team into a veritable Army of Evil.

Hydra and the Army of Evil used a Cosmic Cube turned into a young girl known as Kobik to replace Captain America (Steve Rogers) with a version who was a Hydra sleeper agent, allowing them to take over both S.H.I.E.L.D. and the United States. The subsequent conquering of the U.S. was so thorough that it convinced some of the Thunderbolts to abandon their team and rejoin the Masters. The evil Captain America decided to place the Army of Evil in stasis so he could use them at a later date. Zemo tried to awaken the Army of Evil to use against the heroic revolutionaries in the Underground. However, Zemo was stopped and Hydra was defeated.

The Masters of Evil haven't been heard from since, but chances are that somewhere the team is already plotting their next attack on the Avengers.

*EDITOR'S NOTE: A POWERFUL PSYCHIC ENTITY CREATED FROM THE MINDS OF CHARLES XAVIER AND MAGNETO. YOU CAN READ MORE ABOUT HIS STORY IN THE *X-MEN EXPANSION*. --ONSLAUGHT OF OVERTON

Headquarters

In their early days, the Masters of Evil operated out of Heinrich Zemo's home, deep in the Amazon jungle. Zemo spent the postwar years using his advanced technology to enslave a tribe of native people, forcing them to do his bidding. After Zemo's death, the Avengers destroyed his home and liberated the locals.

Helmut Zemo and Justine Hammer's later incarnations of the team used many interim headquarters, rarely operating out of one space for more than a few missions at a time. Their most consistent base of operations was a Victorian-style building hidden in the underground capital city of the island nation of Bagalia. The Masters generally prefer to use secluded bases like these—ones that keep them safely outside the jurisdiction of organizations like S.H.I.E.L.D. and the Avengers.

Goals

From their inception, the Masters of Evil have had a single consistent goal: defeat the Avengers. Hammer's incarnation of the team briefly shifted toward the related goal of defeating the Thunderbolts, but her underlying logic was the same.

The individual members of the Masters of Evil have their own nefarious goals as well. Some of them want to take over the world. Others just want to make money. They are bound solely by the knowledge that Earth's Mightiest Heroes stand between them and their evil desires. Individually, the Masters could never defeat the Avengers, but together, they can at least delude themselves into thinking they might have a shot.

Adventure Hooks

Here are three adventure hooks for heroes going up against the Masters of Evil or a similar villainous team:

- The Masters of Evil infiltrate the heroes' base and take one or more members of the team hostage, threatening to kill the captives at the first sign of trouble. Can the heroes find a way to covertly subvert their own defense systems and free the hostages without raising any alarms? What do the Masters want with the heroes' headquarters anyway?
- Every living villain the heroes have ever faced comes together to form a massive group called the Masters of All Evil. The new team promptly launches a surprise assault on the heroes. How can the heroes contend with a force that has them both outmatched and outnumbered? Can they call on any allies? Could there be some clever way of dividing the Masters so the heroes don't have to fight all of them at once?

The Masters of Evil name sat unused for a while after that. Two of Hank Pym's biggest foes—Ultron and Egghead—tried creating their own incarnations of the Masters, but neither team lasted long.

The next major version of the team was, appropriately, created by Zemo's son, Helmut.

Helmut's Masters of Evil

- Absorbing Man (Carl "Crusher" Creel)
- Baron Zemo (Helmut Zemo)
- Blackout (Marcus Daniels)
- Fixer (Norbert Ebersol)
- Goliath (Erik Josten)
- Mister Hyde (Calvin Zabo)
- Moonstone (Karla Sofen)
- Tiger Shark (Todd Arliss)
- Titania (Mary MacPherran)
- Yellowjacket (Rita DeMara)

Hoping to overwhelm the Avengers with sheer force of numbers, Helmut and the Masters organized a joint assault on Avengers Mansion with another villainous group called the Wrecking Crew. The two teams captured the mansion and nearly all of the Avengers, but the Wasp (Janet Van Dyne) escaped their grasp long enough to mount a successful counteroffensive. In the ensuing fight, Blackout was killed, and Zemo was badly injured.

Zemo eventually recovered and began making plans for a Masters of Evil comeback, but before he could execute them, the Avengers were seemingly killed in battle with Onslaught.* Sensing an opportunity to commandeer the team's government resources, Baron Zemo gathered the Masters of Evil and gave them each new identities. Together, they formed the Thunderbolts—an ostensibly heroic team with a secretly villainous purpose.

Ironically, one of the first threats the Thunderbolts faced was a new, mercenary incarnation of the Masters of Evil, led by the Crimson Cowl (business magnate Justine Hammer). However, after just a few missions, many of the Thunderbolts began to enjoy the adoration, respect and sense of accomplishment that came with being super heroes. Eventually, they turned on Zemo and established themselves as a truly heroic team.

For more on the Thunderbolts as heroes, see Chapter 3.

Some years later, after the dissolution of Hammer's Masters, an evil robot based on Nick Fury— named Max Fury—tried to start his own Masters of Evil, only to be usurped by Zemo. With Hydra's help, Zemo gradually expanded his new team into a veritable Army of Evil.

Hydra and the Army of Evil used a Cosmic Cube turned into a young girl known as Kobik to replace Captain America (Steve Rogers) with a version who was a Hydra sleeper agent, allowing them to take over both S.H.I.E.L.D. and the United States. The subsequent conquering of the U.S. was so thorough that it convinced some of the Thunderbolts to abandon their team and rejoin the Masters. The evil Captain America decided to place the Army of Evil in stasis so he could use them at a later date. Zemo tried to awaken the Army of Evil to use against the heroic revolutionaries in the Underground. However, Zemo was stopped and Hydra was defeated.

The Masters of Evil haven't been heard from since, but chances are that somewhere the team is already plotting their next attack on the Avengers.

*EDITOR'S NOTE: A POWERFUL PSYCHIC ENTITY CREATED FROM THE MINDS OF CHARLES XAVIER AND MAGNETO. YOU CAN READ MORE ABOUT HIS STORY IN THE *X-MEN EXPANSION*. --ONSLAUGHT OF OVERTON

Headquarters

In their early days, the Masters of Evil operated out of Heinrich Zemo's home, deep in the Amazon jungle. Zemo spent the postwar years using his advanced technology to enslave a tribe of native people, forcing them to do his bidding. After Zemo's death, the Avengers destroyed his home and liberated the locals.

Helmut Zemo and Justine Hammer's later incarnations of the team used many interim headquarters, rarely operating out of one space for more than a few missions at a time. Their most consistent base of operations was a Victorian-style building hidden in the underground capital city of the island nation of Bagalia. The Masters generally prefer to use secluded bases like these—ones that keep them safely outside the jurisdiction of organizations like S.H.I.E.L.D. and the Avengers.

Goals

From their inception, the Masters of Evil have had a single consistent goal: defeat the Avengers. Hammer's incarnation of the team briefly shifted toward the related goal of defeating the Thunderbolts, but her underlying logic was the same.

The individual members of the Masters of Evil have their own nefarious goals as well. Some of them want to take over the world. Others just want to make money. They are bound solely by the knowledge that Earth's Mightiest Heroes stand between them and their evil desires. Individually, the Masters could never defeat the Avengers, but together, they can at least delude themselves into thinking they might have a shot.

Adventure Hooks

Here are three adventure hooks for heroes going up against the Masters of Evil or a similar villainous team:

- The Masters of Evil infiltrate the heroes' base and take one or more members of the team hostage, threatening to kill the captives at the first sign of trouble. Can the heroes find a way to covertly subvert their own defense systems and free the hostages without raising any alarms? What do the Masters want with the heroes' headquarters anyway?
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Zemo uses a Cosmic Cube to rewrite reality, turning himself into the president and the Masters into his cabinet. The heroes, strangely enough, are the only ones who remember the world the way it used to be. Do they have the courage to go up against the entire U.S. government and its allies, including the Avengers? Can they find a way to revert Zemo's changes?

HYDRA

Stories of early incarnations of Hydra date back all the way to the dawn of civilization. Some say that the roots of the organization go back even further—that aliens planted the idea for Hydra on Earth millions of years ago, long before humanity existed.

The current version of Hydra has a far more mundane and recent origin. In the early days of World War II, the Nazi Baron Wolfgang Von Strucker founded the first Hydra street gang, with the intention of creating a secretive sister organization to Hitler's own Brownshirts. Members greeted each other with the words "Hail Hydra!"

As it says in the oath that Hydra's members take, "Cut off one head, two more shall take its place!" True to its vows, Hydra immediately began to sprout new heads. Branches formed in Japan, Italy, Madripoor and even the United States. Prominent Nazi tacticians like the Red Skull and Baron Heinrich Zemo signed on, and by the end of the war, Hydra had become the most important Nazi organization on the planet.

The fall of the Third Reich dealt a significant blow to Hydra, but it didn't quite wipe them out. Strucker and his remaining allies retreated to their island base in the South Pacific, where they spent the next decade rebuilding their forces, engaging in covert operations and preparing for their eventual return.

Hydra vs. S.H.I.E.L.D.

Hydra's return did not remain uncontested for long. Industrialist Howard Stark proposed a new counterintelligence organization known as S.H.I.E.L.D. to stop them. Originally funded by the U.S., this secretive anti-Hydra organization eventually evolved into a U.N.-backed worldwide peacekeeping force.

Though Nick Fury Sr. was not the first director of S.H.I.E.L.D., he became its head within a few years, and he went on to hold the position longer than anybody else. Soon after taking the director's chair, Fury killed Baron Strucker, but the baron's death hardly put a dent in the evil organization as a whole. A few subdivisions—such as the science-centered A.I.M.—split off and became independent organizations, but Hydra's main body simply re-formed under new leadership.

Over the next several decades, Fury seemingly beheaded Hydra dozens of times. He and his cohorts laid waste to branches led by everyone from Madame Hydra to the Red Skull to Strucker's son, Werner. The original Strucker even returned a few times in various bodies. Every time Fury began to think he might really have the organization dead to rights, two new branches would wriggle out of the woodwork, just to menace him.

Art by Elizabeth Torque

Fury, for his part, proved equally undefeatable. At one point, Hydra infiltrated the top echelons of S.H.I.E.L.D. so thoroughly that they were able to dismantle the entire organization from within. Fury simply rebuilt the agency from scratch and trounced Hydra's corrupted version.

However, Fury could not direct S.H.I.E.L.D. forever. After decades of loyal service, he was pushed out of the organization for illegally arranging black-ops missions in Latveria. Fury kept on as an independent mercenary and briefly returned to S.H.I.E.L.D. to help save his former comrades from another Hydra infestation. But despite his best efforts, the organization began to lose its focus. Some of its later leaders—like Nick Fury Jr.—faithfully carried on the anti-Hydra efforts. Others—like Maria Hill and Norman Osborn—pushed the group in darker directions.

In the meantime, Hydra underwent its own shakeup. After decades of internal conflict and factionalism, the organization's ruling council slowly fell apart. Hydra became truly decentralized, with independent branches led by everyone from Baron Helmut Zemo to the Hydra Queen. These branches lacked the resources of their predecessors, but they could act on multiple fronts at once and more easily take their enemies by surprise.

The Secret Empire

As Hydra's most experienced orator, the Red Skull was best positioned to take charge. In time, his branch became popular enough to start a nationwide movement that drew many of the organization's heads back into a loose alliance. With their help, the Skull gained influence over a living Cosmic Cube named Kobik, which he used to rewrite reality and replace Captain America (Steve Rogers) with an alternate who had always been a Hydra sleeper agent.

The scheme worked well—perhaps too well for the Skull's liking. This evil Captain America immediately deposed the Red Skull and took his place as Hydra's leader. With their resources and his connections, Rogers had little trouble taking control of both S.H.I.E.L.D. and the U.S. government.

Ironically, Hydra's former mortal enemy came closer to fulfilling their dreams of a fascist future than they ever had on their own. Rogers locked up Congress and effectively suspended the U.S. Constitution. He pushed countless mutants out of the country and established concentration camps for Inhumans.

A decentralized resistance movement rapidly organized in opposition to Hydra's Secret Empire. Eventually, a team led by the Winter Soldier (Bucky Barnes) helped return the original Steve Rogers to reality, allowing the true Captain America to defeat his evil counterpart. Beheaded, the various Hydra factions slid back into their disconnected hiding places and, as always, began to pave the way for their next attempt at world domination.

Headquarters

Hydra doesn't currently have a central base. Their branches operate out of independent locations, which they frequently cycle through in order to avoid detection.

However, in their early years, Hydra operated out of Hydra Island, a small and isolated patch of land off the coast of Australia. Strucker established the base during WWII, and in the postwar years, his towering high-tech battlements gradually dwarfed the landmass itself. From a distance, an observer could easily mistake the island as nothing more than a floating mass of unnatural and intimidating metal structures.

When Nick Fury Sr. killed Baron Strucker, he also sank Hydra Island. Later Hydra leaders attempted to revive the idea of an island base, but most of these locations met similar ends.

Goals

Hydra's many heads wear many hats. Ask any two Hydra agents what their goals are, and they are likely to give two different answers. Some are white supremacists. Some are anti-Semites. Most embrace some form of bigotry, be it xenophobia, homophobia or anti-mutant sentiments. Others are in it for the sense of purpose and hierarchy that a paramilitary organization provides.

The thing that unites them all—the thing they enjoy—is the petty exercise of power and cruelty for its own sake. They are insecure and unfettered sadists, lacking in self-control. They want to stomp their boots on the faces of their fellow humans forever. They do it because they enjoy it, because it makes them feel better about themselves.

This is a large part of why the organization has been so hard to kill. As long as hate and bigotry exist, as long as some humans think of themselves as inherently superior to others, Hydra can always find new followers.

Adventure Hooks

Here are three adventure hooks for heroes going up against Hydra or a similar organization:

- One of the heroes, or one of their trusted allies, suddenly reveals themself as a Hydra agent and betrays their friends. Can the other heroes counter an assault led by one of their own? Why did the traitor become a Hydra agent in the first place? Were they brainwashed, or does their allegiance to Hydra come from a deeper, darker place?
- The heroes awaken one morning to find that the world has been taken over by Hydra and no one seems to care. They appear to be the only people who remember the way things used to be. What happened? Are they in another reality, or has their homeworld been rewritten by some strange cosmic entity? If so, why were they spared the effects? Where's the resistance movement?
- An artificial intelligence based on the Red Skull infiltrates the internet and disables dozens of technological systems around the world—including that of the heroes—replacing their databases with Hydra propaganda. How can the heroes defeat an enemy that exists everywhere at once? Moreover, how can they prevent Hydra from doing the same thing again?

THE ZODIAC

Thousands of years ago, the alien Brood invaded ancient Egypt and nearly wiped out humanity. The species was saved only due to the heroic intervention of a handful of early superhumans, led by the shield-wielding Imhotep.

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To prevent further extinction-level events, Imhotep founded a secret society called the Brotherhood of the Shield. Though the Brotherhood did prevent great disasters across the subsequent centuries, it only became a truly important organization in the Renaissance era, when Leonardo da Vinci revitalized the group.

After receiving a warning from Michelangelo that the world of the future was in danger, da Vinci built a time machine and traveled to the twentieth century, leaving a robotic replica behind in his place. Though opposed by the equally ingenious Isaac Newton, da Vinci ultimately prevailed and prevented the end of the world.

The Great Wheel

To recover lost Brotherhood artifacts and prevent them from falling into the wrong hands, da Vinci assembled a squadron of the eleven greatest spies on the planet, plus himself. They formed a council based on the twelve signs of the Zodiac, a council he called the Great Wheel.

The Great Wheel

- Aquarius (John Garrett)
- Aries (Leonardo da Vinci)
- Cancer (Victor Uvarov)
- Capricorn (Vasili Dassaiev)
- Gemini (Nick Fury Sr.)
- Leo (Daniel Whitehall)
- Libra (Dum Dum Dugan)
- Pisces (Shoji Soma)
- Sagittarius (Baron Wolfgang Von Strucker)
- Scorpio (Jake Fury)
- Taurus (Cornelius Van Lunt)
- Virgo (Thomas Davidson)

Though the Great Wheel membership included natural enemies, such as Fury and Strucker, da Vinci convinced them all to work together by promising to provide them with scientific secrets. He tasked the team with the recovery of three items: an ancient Brood power source left over from the original alien invasion, a cache of stasis pods da Vinci created while battling Newton and the body of da Vinci's robotic replica.

Jake Fury, Nick Fury's brother, recovered the robot, but rather than turning it over, he allowed the machine to imprint on him and take his place on the council so he could go underground. The rest of the team uncovered the other two items, but after they realized that the stasis pods and Brood artifact could be combined to create a potent super-serum, Uvarov and Dassalev turned on their cohorts, forcing the council to dissolve.

The Zodiac Cartel

Many years later, Jake Fury's robotic replica began to break down. Suffering from delusions of grandeur, he accepted an offer from Cornelius Van Lunt to help found a new, criminal Zodiac.

The Zodiac Cartel

- Aquarius (Darren Bentley)
- Aries (Marcus Lassiter)
- Cancer (Jack Kleveno)
- Capricorn (Willard Weir)
- Gemini (Joshua Link)
- Leo (Daniel Radford)
- Libra (Gustav Brandt)
- Pisces (Noah Perricone)
- Sagittarius (Harlan Vargas)
- Scorpio (Jake Fury [Life Model Decoy])
- Taurus (Cornelius Van Lunt)
- Virgo (Elaine McLaughlin)

Art by Bob Brown, Don Heck & George Roussos

This Zodiac was composed largely of crime lords and professional mercenaries bound together by a lust for wealth and power. With their identities hidden behind animal-themed costumes, they sought to defeat the world's mightiest heroes and establish the ultimate criminal empire.

In the early days of the organization, Nick Fury defeated his brother's robot double, allowing the original Jake Fury to sneak in and take the robot's place as Scorpio. However, despite Jake's best efforts, he failed to prevent this Zodiac from launching their first surprise assault on the Avengers.

With Jake's help, the Avengers turned the tables and defeated the Zodiac, but the star-sign criminals soon returned and enclosed Manhattan in an energy field, effectively taking the entire city hostage. The Avengers defeated the cartel again, and during the fight, Aries was killed.

This allowed Taurus to formally assume control of the Zodiac, and he took Manhattan hostage once again, this time by threatening to use a special energy beam that would kill every Gemini in the city. Thankfully, the Avengers destroyed the deadly device before Taurus could launch it. Frustrated beyond measure, half of the Zodiac turned on Taurus, forcing the team to dissolve.

Taurus tried to get the team back together, but just as they were starting to get up to speed, Jake Fury's robot double returned with the Zodiac Key, a handheld device from the Ankh Dimension that grants its wielder incredible powers. Determined to supplant his former teammates, the double built a new, robotic Zodiac, which slaughtered their human counterparts. Taurus escaped the massacre and convinced the West Coast Avengers to destroy the robotic Zodiac, but soon after the job was done, Taurus turned on the Avengers and died in a plane crash while trying to escape from Moon Knight (Marc Spector).

In subsequent years, several groups created their own Zodiac-based team. A Canadian cartel briefly used the idea, as did multiple minor organizations in the U.S. Even Thanos briefly applied the title to some of his allies. However, these teams lasted only a few missions each and left little impact on the world at large.

Jake Fury's villainous grandson, Vernon, recovered the Zodiac Key and used it to come the closest to reviving the Zodiac as a New York–based cartel. In the end, he was defeated by a team of S.H.I.E.L.D. operatives aided by Spider-Man (Peter Parker). There has been no major Zodiac activity in recent years, but that could change at any moment.

Headquarters

Even the first cartel version of the Zodiac—by far the longest-running incarnation of the team—never established a consistent base. They met on an ad hoc basis in various secret chambers and bunkers belonging to the group's members. Professional criminals know better than to stay in one place for long.

Goals

Though the original Great Wheel had noble goals, every subsequent version of the team has had the same nefarious purpose: to seize power by any means. Unsatisfied with normal criminal wealth, the Zodiac's members work to create a world where they are treated like kings. The team has no personal beef with the Avengers or S.H.I.E.L.D., but those organizations stand in the way of the Zodiac's rise to power, and for that, they must be destroyed.

Adventure Hooks

Here are three adventure hooks for heroes going up against the Zodiac or a similar villainous team:

- Hela, the Norse goddess of death, resurrects the original Zodiac cartel, turning the team into her zombified minions. With their skills and her magic, they conquer the Avengers and take over New York City. Can the heroes find a way to turn the tide and succeed where Earth's mightiest heroes failed? What does Hela want with New York anyway? Is there anything left of Taurus and his comrades inside her obedient zombies?
- The Jake Fury double, long thought dead, suddenly reappears, rebuilt as a skyscraper-sized mech wielding a gigantic Zodiac Key. He demands that the heroes deliver the severed heads of Nick Fury Sr. and Jr. to him by the end of the day, or he'll use his key to flatten the entire surrounding city. Can the heroes find a way to disable the giant robot before it gets a shot off? Is either Nick Fury willing to help trick the machine? Who rebuilt Jake Fury? Could this be the start of a larger Zodiac scheme?
- The stars that comprise the actual Zodiac constellations begin to disappear, one by one, starting with the last star of Pisces and working backward toward the first star of Aries. Could a new Zodiac cartel be behind this? How are they making the stars disappear? What happens when the last one goes out?

THE DARK AVENGERS

In the climactic battle of the Skrulls' secret invasion (see page 22), Norman Osborn—the original Green Goblin and then-leader of the Thunderbolts—seemingly shot and killed the Skrull Queen Veranke on camera. This turned him into a public hero, and once the battle was over, Osborn was placed in charge of U.S. national security.

Replacing S.H.I.E.L.D.

Before the invasion attempt, S.H.I.E.L.D. had been infiltrated by several Skrulls over the years as a means of paving the way for Veranke and her people. Osborn shut it down entirely and replaced it with a new organization called H.A.M.M.E.R.

Although the acronym S.H.I.E.L.D. has had several meanings over its time, Osborn didn't bother coming up with any words to go with H.A.M.M.E.R. He simply liked the name and the way it symbolized a more aggressive stance. Rather than protecting the country like S.H.I.E.L.D. had, H.A.M.M.E.R. would be a weapon.

In many ways, H.A.M.M.E.R. was nothing new. It used all of S.H.I.E.L.D.'s equipment and resources, just under a different name and with uniforms that bore a different symbol. Most of the former S.H.I.E.L.D. agents were let go, though, and replaced with new agents who met the primary qualification of the new organization: loyalty to Osborn.

Osborn's Avengers

As the director of H.A.M.M.E.R., Osborn also set the Avengers on the run. Till that point, Iron Man (Tony Stark) had been

AVENGERS ARCHIVES
[RESTRICTED ACCESS]
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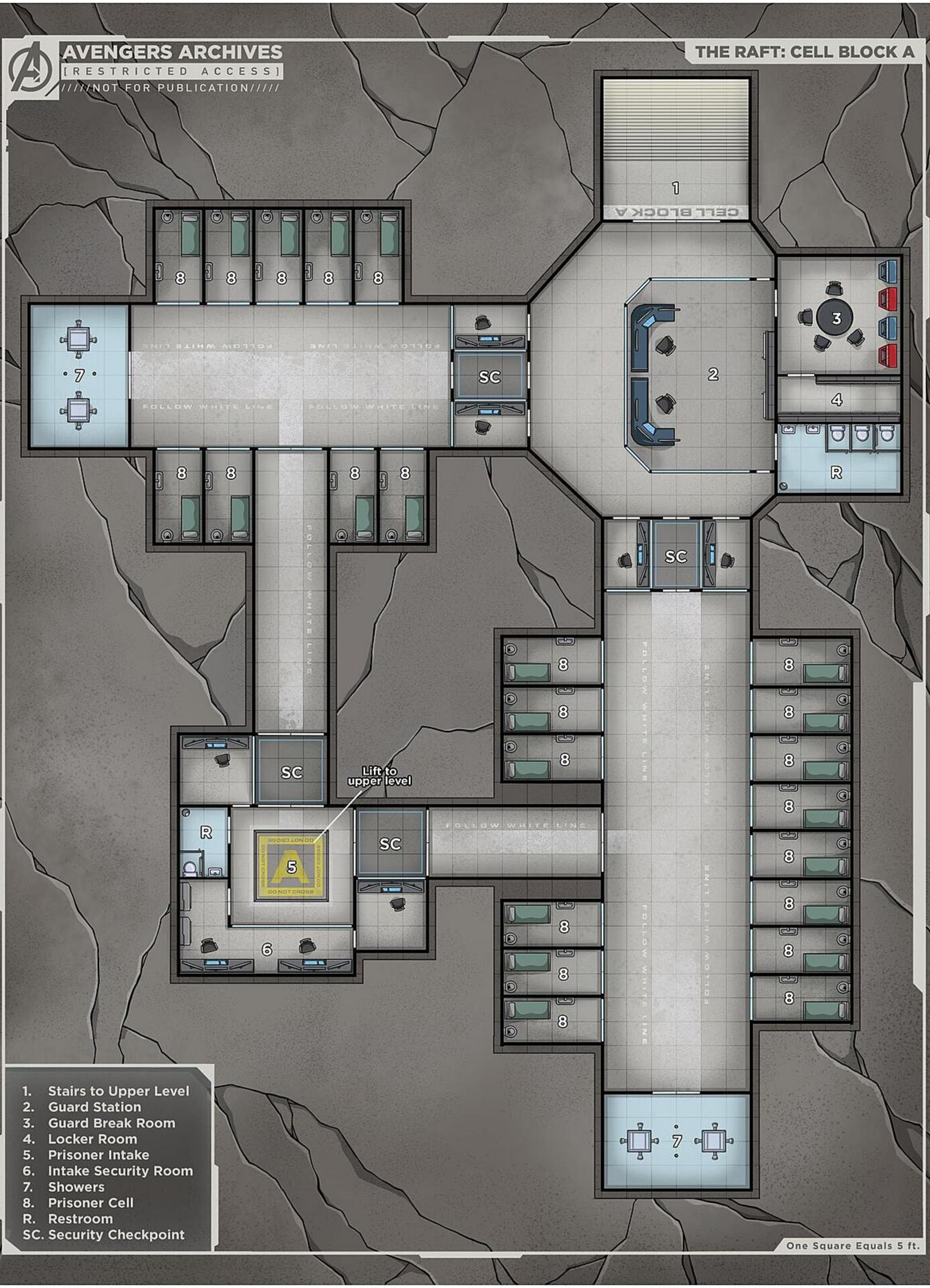
THE RAFT: CELL BLOCK A



1. Stairs to Upper Level
2. Guard Station
3. Guard Break Room
4. Locker Room
5. Prisoner Intake
6. Intake Security Room
7. Showers
8. Prisoner Cell

R. Restroom
SC. Security Checkpoint

One Square Equals 5 ft.

the director of S.H.I.E.L.D., but its failure had so humiliated him that Osborn tried to have him arrested. Stark fled instead, and most of the Avengers followed suit rather than take orders from Osborn under the Superhuman Registration Act.

Osborn used the opportunity to rebuild the Avengers in his own image. While Ares and Sentry remained with the team, Osborn replaced many of the others with villains who had similar powers. Bullseye replaced Hawkeye (Clint Barton), Moonstone replaced Ms. Marvel (Carol Danvers), Venom (Mac Gargan) replaced Spider-Man (Peter Parker) and Daken replaced Wolverine (Logan). In addition, Marvel Boy joined the team as the new Captain Marvel, and Osborn himself donned a red-white-and-blue version of the Iron Man armor, calling himself the Iron Patriot.

The Dark Avengers

- Ares
- Captain Marvel (Marvel Boy/Noh-Varr)
- Hawkeye (Bullseye/Lester)
- Iron Patriot (Norman Osborn)
- Ms. Marvel (Moonstone/Karla Sofen)
- Sentry (Bob Reynolds)
- Spider-Man (Venom/Mac Gargan)
- Wolverine (Daken/Akihiro)

The Evil Illuminati

At the same time, Osborn assembled an evil version of the Illuminati, a group of the smartest and most powerful people in the world. Although the original Illuminati may have done some terrible things with the best of intentions—like trying to save the entire universe from the multiversal incursions (see page 26)—the members of Osborn's group intended only to enrich themselves and reinforce their power over others. He called it the Cabal.

One member of the Cabal—Namor—had also been part of the Illuminati, but the others accepted him because of his morally gray attitudes, including always putting Atlantis before all other nations. Similarly, although Emma Frost was part of the X-Men, she had spent enough time with the evil Hellfire Club that the others accepted her. Both of them betrayed the group before long, though, siding with the heroes who stood against them instead.

The Cabal

- Doctor Doom (Victor Von Doom)
- Hood (Parker Robbins)
- Loki Laufeyson
- Norman Osborn
- Sub-Mariner (Namor McKenzie)
- White Queen (Emma Frost)

Downfall and Rebirth

The Dark Avengers and the Cabal both fell apart after Osborn's siege of Asgard failed. When Osborn eventually escaped prison with the help of his Goblin Cult, he formed a new H.A.M.M.E.R. as part of an alliance with A.I.M., Hydra and the Hand. He also assembled a new team of Avengers under his control.

The New Dark Avengers

- Hawkeye (Trickshot/Barney Barton)
- Ms. Marvel (Superia/Deidre Wentworth)
- Scarlet Witch (Toxie Doxie/June Covington)
- Skaar
- Spider-Man (Ai Apaec)
- Thor (Ragnarok)
- Wolverine (Gorgon/Tomi Shishido)

The team didn't last long, though, as one of their number—Skaar, son of the Hulk—betrayed them when they were about to harm Captain America (Steve Rogers). Part of the team continued on as a new version of the Thunderbolts and then the Dark Avengers once again. They broke up after returning from a twisted reality (Earth-13584) in which the regular heroes had become villains.

Headquarters

The original Dark Avengers took up residence in Avengers Tower after the regular team was kicked out. They worked out of the top floors, using the headquarters as part of their masquerade as the real Avengers. They remained there until their failures during the siege of Asgard.

While Osborn was in charge of H.A.M.M.E.R., the Cabal also met in Avengers Tower. However, they were at the opposite end of the building, in subbasement nine.

Osborn's next team of Dark Avengers met in a secret A.I.M. facility to avoid being targeted by the authorities. This did not last long.

Goals

Under Norman Osborn, the Dark Avengers were dedicated to the consolidation of power in the guise of heroism. Osborn was a master manipulator of public opinion, and he was happy to use the stolen honor of the Avengers to wrap his underlings in glory. In many ways, though, it wasn't enough for him to simply replace the Avengers. He substituted in some of their greatest foes, making his assault on their identities as personal as possible.

Osborn didn't care about establishing peace and security so much as the appearance of it. This is why he formed the Cabal: to organize super villains so they could enjoy the fruits of his corruption of the U.S. government's security structure. In exchange, they promised not to challenge his control of that same structure.

Adventure Hooks

Here are three adventure hooks for heroes going up against the Dark Avengers or teams like them:

- The heroes are framed for a crime they didn't commit—or charged with one they actually did commit while saving the world. Using civil-asset-forfeiture laws, local authorities seize their headquarters and impound everything inside it. Can the heroes clear their names and have their property restored? What if some of their things are stolen while supposedly impounded?
- The heroes arrive to save the day from a threat and discover that people wearing their costumes and using their codenames have gotten there first. If they attack the strangers, they're accused of being the impostors. How can they prove that they're the originals? Or just get rid of the fakes? This can be especially tricky if the heroes have secret identities.
- The heroes suspect that another team of heroes has been replaced by their greatest foes. How can they figure out the truth? And what will they do if the other team declares them to be impostors instead?

THE BLACK ORDER

After trying—and failing—to conquer the universe several times, Thanos began to suspect he might need better allies. The faceless goons who made up his armies did little to slow the advances of Earth's defenders. He needed generals: powerful beings capable of standing toe to toe with the Avengers. Slowly but surely, the Mad Titan gathered his greatest warriors into a new organization, an inner circle of unstoppable killers known as the Black Order or, alternately, the Cull Obsidian.

The Infinity Invasion

A loyal and tactical butcher named Corvus Glaive was the first to be promoted into the Black Order. Shortly thereafter, Glaive's wife (Proxima Midnight) and the ever-scheming Ebony Maw were exposed as key figures in a plot to overthrow Thanos—an effort that impressed the Mad Titan so much that he recruited both of them into the Black Order too. Corvus Glaive then brought his brother—the ultra-strong Black Dwarf—into the group. Finally, to round out the Order, Thanos brought in his finest psychic warrior: the quiet and mysterious Supergiant.

The Black Order

Initial Lineup:

- Black Dwarf
- Corvus Glaive
- Ebony Maw
- Proxima Midnight
- Supergiant

Later Addition:

- Black Swan

Thanos and his Black Order patiently built up their forces, biding their time and waiting for Earth to be at its weakest. Eventually, the moment came. With the majority of the Avengers off-planet battling a powerful precursor race known as the Builders, Thanos had free rein to launch his first full-scale invasion of Earth.

Downfall and Rebirth

The Dark Avengers and the Cabal both fell apart after Osborn's siege of Asgard failed. When Osborn eventually escaped prison with the help of his Goblin Cult, he formed a new H.A.M.M.E.R. as part of an alliance with A.I.M., Hydra and the Hand. He also assembled a new team of Avengers under his control.

The New Dark Avengers

- Hawkeye (Trickshot/Barney Barton)
- Ms. Marvel (Superia/Deidre Wentworth)
- Scarlet Witch (Toxie Doxie/June Covington)
- Skaar
- Spider-Man (Ai Apaec)
- Thor (Ragnarok)
- Wolverine (Gorgon/Tomi Shishido)

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To the Black Order, Thanos gave two missions. First, retrieve the last surviving Infinity Gem: the Time Gem. Second, find and kill the Titan's son, Thane.

Most of Earth's governments surrendered immediately, but with their advanced technology, Wakanda managed to survive the initial assault and defeat Black Dwarf. Sensing an opportunity to take vengeance on the nation that had recently destroyed much of Atlantis, Namor told Proxima Midnight that the Time Gem was hidden in Wakanda's Necropolis, prompting the Order to launch a new combined assault against Wakanda's capital.

The Black Order succeeded in taking over the Necropolis, but instead of the Time Gem, they found an arsenal of powerful antimatter bombs, enough to take the entire world hostage. While Supergiant stayed behind to guard the bombs, Thanos, Proxima Midnight and Corvus Glaive went to join Ebony Maw at Thane's hiding place—an obscure Inhuman settlement.

But just as the Black Order was narrowing in on Thane, the Avengers returned from their fight with the Builders. In a bid to regain his honor, Black Dwarf invaded the Peak space station and tried to turn it against the Avengers, but the team cut right through him, straight to the heart of Wakanda. Supergiant attempted to detonate the antimatter bombs, only for the Inhuman Lockjaw to teleport her and the bombs away, leaving her the only casualty.

Thanos might have managed to push back and defeat the Avengers, but before he could, Ebony Maw—who believed the son could become even greater than Thanos—convinced Thane to freeze Corvus Glaive, Proxima Midnight and Thanos in a block of amber. Namor later freed the trio so they could

help his Cabal counter the incursions and preserve the Seventh Cosmos, but the team ultimately failed to prevent the destruction and rebirth of the Multiverse, and in the process, Thanos was cast out of existence.

In his absence, Corvus Glaive took control of the Mad Titan's empire. When Thanos eventually returned, he deposed Glaive and gave the warrior's spot on the Order to his old Cabal ally, Black Swan. This new incarnation of the Black Order succeeded in defeating Thane, but it ultimately broke up after Proxima Midnight was killed by Hela to gain Thanos' favor.

Order Unbound

Some time later, two mystic beings known as the Challenger and the Grandmaster made a bet as to who could gather the greater group of warriors. The Grandmaster assembled a Lethal Legion of handpicked deadly villains from across the universe. For his champions, the Challenger simply summoned everyone who had ever been part of the Black Order, minus Thanos.

The Black Order held their own against the Lethal Legion and might even have beaten them had the Avengers not stepped in and broken up the conflict. For his part, the Grandmaster was so impressed with the Order's conduct that he brought them in as his champions in his next big game.

The Grandmaster bet the Sinnarian emperor that he could destroy the man's entire alien empire with just five members of the Black Order, a bet the arrogant emperor agreed to. Though incalculably outnumbered and missing Supergiant's psychic powers, the remaining members of the Order nonetheless succeeded in toppling the emperor's reign, and the elated Grandmaster released them from his service.

Free for the first time in ages, the five members of the new Black Order rushed to check in on Thanos, only to find that in their absence their leader had been killed by his adopted daughter, Gamora. The Order tried to help Hela bring Thanos back to life, but the Guardians of the Galaxy interrupted the ritual, and in the resulting confusion, Hela accidentally destroyed her partially resurrected lover.

Seemingly separated from their leader for good, the Black Order turned to each other for support and retooled themselves into a group of top mercenaries for hire. However, Thanos did eventually return, and in recent days, the group seems to have reverted to their original form, working directly under the Mad Titan, with Supergiant taking Black Swan's place on the team.

Headquarters

The Black Order is a mobile strike team of interstellar generals, and as such, they rarely stay in one place for long. However, when they first worked for Thanos, they spent a fair amount of time aboard the Mad Titan's personal starship, *Sanctuary*.

Shaped like an elongated letter H, the unfathomably massive ship is among the most technologically advanced and dangerous vehicles in the galaxy. It's an all-in-one mobile hangar, troop transporter and recon ship. Its plasma cannon can destroy entire stars, and its energy shields are capable of withstanding an equivalent impact. The ship—in its many incarnations—is basically an entire army unto itself, which only makes its many defeats all the more surprising.

Goals

It would be easy to say that the Black Order shares Thanos' goals of spreading death across the cosmos, but this has never really been the case. Corvus Glaive, Proxima Midnight and Black Dwarf have a certain degree of loyalty to the Mad Titan, but that loyalty is superseded by their loyalty to each other. Supergiant would gladly kill Thanos, given the opportunity. Ebony Maw is perpetually trying to depose the Titan. Black Swan joined the Order on a whim and left it just the same.

In truth, the Black Order has always been a fragile group held together not by Thanos but by a mutual love for battle and bloodshed. These destructive attitudes have gotten the members ostracized from almost every society in the cosmos, but in each other, they still have comrades. That's worth sticking around for—at least until something better comes along.

Adventure Hooks

Here are three adventure hooks for heroes going up against the Black Order or a similar villainous team:

- Thanos' *Sanctuary* suddenly appears in the sky above Earth and fires its huge plasma cannon. The heroes have exactly one round to act before the blast destroys the entire planet. Can they stop the destruction? Can they even save themselves? If not, who will carry on in their place? Can they stop time to give them more ability to react? Can they go back in time to stop the massacre?
- Ebony Maw approaches the heroes with a seemingly foolproof plan to get rid of Thanos for good. All he needs is for them to provide a momentary distraction while he sets it up. Do the heroes reject the scheme and lose the opportunity to put an end to the Mad Titan, or do they agree to the plan and risk playing right into Thanos' hand? Where do Maw's loyalties really lie? Why did he approach these particular heroes?
- The heroes discover that the Black Order, long separated from Thanos, have disguised themselves as regular mercenaries and become key figures in an antiauthoritarian alien resistance movement. Do the heroes try to make the Order answer for their past crimes, or do they leave them alone for the sake of the resistance? Is the Black Order actually on the side of the resistance, or is something deeper going on here?

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COLEMAN
CRAMER
2025

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8

NEW RULES

The *Core Rulebook* covered all sorts of details about how to play role-playing games in the Marvel Multiverse, but it couldn't cover every possible aspect of every kind of character in such a mighty setting. The Avengers' corner of the Multiverse is filled with enough stories to require some special attention.

This chapter delves into new rules and guidelines for how to handle headquarters, how to build and use your own iconic items and how to reflect villains teaming up to take the heroes down. It also includes rules for how to handle big fights, plus advice for how to have the most fun with teams of mixed rank. On top of that, there's a stunt system for extending powers in amazing new ways.

While these new rules are inspired by and designed to work well with the Avengers and their countless allies and adversaries, unless the text specifically says otherwise, you should feel free to use them in games using characters of any kind.

STUNNING

Many powers and weapons can stun an opponent.

New Stunning Rules

In the *Core Rulebook*, the stunned condition causes the following effect:

Any powers the character is concentrating on end immediately. They cannot take any actions, and all attacks against them have an edge. Unless otherwise specified, this lasts for 1 round.

Going forward, the new effect is this:

Any powers the character is concentrating on end immediately. They have trouble on any standard actions or reactions and cannot use any movement actions. The character can still use powers that can be used with standard actions or reactions. Any attacks against them have an edge. Unless otherwise specified, these effects last for 1 round.

SHIELDS

When a character throws a shield with a Shield Bearer power, the power states that the shield returns to the character. However, it does not state *when* that happens.

Going forward, the shield returns at the start of the character's next turn. That means that if a character hurls a shield at a target, they cannot use other Shield Bearer powers or enjoy the benefit of the shield until the start of their next turn.

COMPLICATED BACKSTORIES

Some sharp-eyed players might have noticed that a few of the official profiles in our books seem to be missing some traits or powers that would normally be assigned to characters with a particular origin. This is rare, but it usually comes up in two cases.

The first case happens when a character has multiple origins with traits or powers that don't make sense with each other. When a character wants to make such a character, they should pick the Extraordinary Origin trait and then work with their Narrator to reconcile any inconsistencies.

A good example of this is the Sub-Mariner (Namor), who has both the Atlantean and Mutant origins. As an Atlantean, he should have the Breathe Different traits.

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A good example of this is the Sub-Mariner (Namor), who has both the Atlantean and Mutant origins. As an Atlantean, he should have the Breathe Different traits.

However, because Namor also has human mutant ancestry, he doesn't have Breathe Different. He can breathe both air and water, so the Breathe Different trait is removed.

When such removals happen, they often cause related effects the character might have to deal with. In the case of Namor, for instance, he also does not have the blue skin of most Atlanteans, which marks him out as different from most people of the underwater kingdom he often rules.

The second case happens when a character has managed to eliminate certain traits from their origin. As described in the *Core Rulebook*, this can happen during the course of adventures, and many of the profiles in our books are for characters who have had countless adventures.

In both cases, the traits should not be removed from your original characters without the blessing (or hopefully encouragement) of your game's Narrator. Origins-based traits should not be removed during character creation lightly—especially ones that restrict the character. This should only be done to fit a character's unique backstory and to encourage intriguing stories.

Either way, removing a trait that would come with a character's origin does not allow the character to replace it with another trait.

ICONIC ITEMS

Many Avengers and other super-powered characters carry items that are nearly as iconic as they are. This includes things like Captain America's shield, Thor's hammer (Mjolnir) and Wolverine's adamantium claws. In the *Core Rulebook*, some of these are listed as Iconic Weapons and fall under the power of the same name. These are now part of a broader selection of things that we're calling *iconic items*.

Iconic items are amazing tools that amplify or add to a character's powers, and they can come in many forms. The most common one—as seen in the *Core Rulebook* and in many profiles—is the iconic weapon. The Iconic Weapon power (see page 104 of the *Core Rulebook*) allows a character to have such a special weapon, but it only says that "The Narrator must approve the details of this weapon."

If characters in your game already have such weapons, they are free to keep them under the old rules. Going forward, however, players have the option to use this new system.

Iconic or Signature

If an item is one that most people can use and that can be purchased and replaced with ease, it cannot be an iconic item. If it's something that the character uses regularly and is known for having but it's easy to replace, it's a signature item instead.

The difference often comes down to the fact that an iconic item grants its user one or more powers, while a signature item does not. For instance, Hawkeye (Clint Barton) can use any bow with his powers, so a bow is his signature item.

Similarly, Captain America could use any shield with his powers. However, because his legendary and unique shield grants him an additional level with the Shield power, it's an iconic item.

Owning or Borrowing

Most iconic items belong to the character they're most associated with. They carry it with them, and they become known for it. They *own* it.

That doesn't mean that another character can't use someone else's iconic item. When they do, though, they're just *borrowing* it.

When a character owns an iconic item, it should be integrated into their character sheet or profile as if it's a permanent part of them. They could lose it, of course, but in general, they own it and can access its powers at will. They must take the new Iconic Item power to account for this.

If a character is simply borrowing an item, it's usually not worth the bother to integrate it into their character sheet. They simply use it just like they would use a vehicle or any other item or equipment, and they don't need to take the Iconic Item power.

Iconic Item Power Values

An iconic item has a Power Value. This is equal to the number of powers that the item grants the user, minus the number of restrictions the item has. (See below for how this works.)

Example: *Captain America's shield has four powers (Reduced Focus, Shield 1, Stackable [affecting Shield 1] and its use as a weapon) and three restrictions (Carried, Flashy and Requires Shield 1 power). This means that it has a Power Value of (4–3=) 1. He only needs to use one power pick to own it.*

Note that the minimum Power Value of an iconic item is 1.

Owning an Iconic Item

If a character wishes to own an iconic item permanently, they must take the Iconic Item power for that specific item. For instance, *Iconic Item: Black Panther's Claws*.

In addition to the iconic item's powers and restrictions, the character also gains the iconic item's origin. If it differs from any existing origins the character has, they must take the Extraordinary Origin trait to account for this.

Owning an iconic item costs a number of power picks equal to the item's Power Value. The character must have enough ranks to account for the power picks required—and, if necessary, for the Extraordinary Origin trait. The character can spend any remaining power picks, traits and such normally.

However, if the character already has some of the item's powers, they do not count the powers twice. Thor Odinson, for instance, already has many of the powers that Mjolnir grants. This means the character can deduct those powers from the item's Power Value when figuring out how many power picks the iconic item costs them. Again, though, the minimum cost of the Iconic Item power is 1.

A hero cannot own an iconic item that would cause them to be greater than Rank 6. If that somehow happens, they become a Narrator-controlled character instead.

If the item depends on technology to deliver its powers, the character must take the Tech Reliance trait to go with it. If the item depends on magic instead, the character must take the Magic Item Reliance trait to go with it. In both cases, these traits come with the item for free and do not count against the number of traits a character gets to pick.

Losing an Iconic Item

Some characters that own an iconic item learn to do more with the powers that it grants. As they rise in rank, they add powers that they would not have access to if not for the iconic item.

If such a character somehow has the iconic item stripped from them permanently, they lose access to the powers it grants them. They also lose any full or partial ranks that the iconic item accounts for, along with the other benefits of those ranks.

On top of that, they lose the origin the iconic item grants them. If they have no origin outside of that, they revert to the Special Training origin.

Example: *Kid Juggernaut loses the Shard of the Crimson Gem of Cyttorak. He no longer has the Magic origin and replaces that with Special Training origin.*

In addition, they lose access to any powers for which they no longer can fulfill the prerequisites. They don't lose any rank associated with those powers, though, as they earned those ranks on their own, even if they can no longer use the powers that came with them.

Borrowing an Iconic Item

Borrowing an iconic item allows a character to gain access to powers they normally do not have. This is a great way for lower-rank characters to put themselves on a better footing with higher-rank foes, at least temporarily.

As long as a character can meet an iconic item's restrictions, they can use it. If they are using it temporarily, they simply gain the powers that the item grants, and they use it at their current rank.

If the iconic item has powers with prerequisites the character cannot meet, the character can still use those powers. However, if the iconic item has powers with a Focus cost, the user must be able to pay those costs normally to activate those particular powers. If the user cannot do so—due to a lack of Focus or because, due to their rank, they cannot spend that much Focus at once—they cannot use those powers.

Creating an Iconic Item

This system can be used to create iconic weapons, magic items and other important items. It can also be used to create battle suits, although they are not technically iconic items. (See the Battle Suits section for more on this.)

To create an Iconic Item for a particular character, follow these steps:

- Pick the item's origin.
- Pick the item's restrictions.
- Pick the powers the item grants its user.
- Calculate the item's power value.
- Name the item and describe how it came to be (within the game universe).

Art by Stuart Immonen, Wade von Grawbadger, Dexter Vines, Laura Martin, Justin Ponsor & Matt Milla

If such a character somehow has the iconic item stripped from them permanently, they lose access to the powers it grants them. They also lose any full or partial ranks that the iconic item accounts for, along with the other benefits of those ranks.

On top of that, they lose the origin the iconic item grants them. If they have no origin outside of that, they revert to the Special Training origin.

Example: *Kid Juggernaut loses the Shard of the Crimson Gem of Cyttorak. He no longer has the Magic origin and replaces that with Special Training origin.*

In addition, they lose access to any powers for which they no longer can fulfill the prerequisites. They don't lose any rank associated with those powers, though, as they earned those ranks on their own, even if they can no longer use the powers that came with them.

Borrowing an Iconic Item

Borrowing an iconic item allows a character to gain access to powers they normally do not have. This is a great way for lower-rank characters to put themselves on a better footing with higher-rank foes, at least temporarily.

As long as a character can meet an iconic item's restrictions, they can use it. If they are using it temporarily, they simply gain the powers that the item grants, and they use it at their current rank.

If the iconic item has powers with prerequisites the character cannot meet, the character can still use those powers. However, if the iconic item has powers with a Focus cost, the user must be able to pay those costs normally to activate those particular powers. If the user cannot do so—due to a lack of Focus or because, due to their rank, they cannot spend that much Focus at once—they cannot use those powers.

Creating an Iconic Item

This system can be used to create iconic weapons, magic items and other important items. It can also be used to create battle suits, although they are not technically iconic items. (See the Battle Suits section for more on this.)

To create an Iconic Item for a particular character, follow these steps:

- Pick the item's origin.
- Pick the item's restrictions.
- Pick the powers the item grants its user.
- Calculate the item's power value.
- Name the item and describe how it came to be (within the game universe).

Art by Stuart Immonen, Wade von Grawbadger, Dexter Vines, Laura Martin, Justin Ponsor & Matt Milla

Iconic Item Origins

Like characters, an iconic item has an origin that determines where it came from and why it has its powers. Iconic items use the same origins that characters do, and they have much the same effect upon the characters who use them.

When a character owns an item, they gain the item's origin, along with all the powers, tags, traits and so on that normally come with it. If this origin differs from any origin the character already has, the character should take the Extraordinary Origin trait to account for the difference.

The main exception is Special Training. Any character who already has a different origin does not have to add the Special Training origin to be able to use an item with that origin.

Additionally, if the character has a specific version of a general origin and the iconic item has the general origin, the character does not have to add the new origin.

For instance, if the character's origin is High-Tech: Battle Suit and the iconic item's origin is High Tech, the character does not have to add another origin. Their origin remains simply High-Tech: Battle Suit.

Iconic Item Restrictions

An iconic item can reduce its Power Value by applying restrictions. Players should feel free to come up with and use new ones, with the agreement of their game's Narrator.

Some limitations are widely open to interpretation. For instance, Mjolnir is only usable by someone who is *worthy*, which could be figured out in any number of ways. It's up to the Narrator to determine who fits the criteria.

Note that it's possible for a character to gain or lose access to an iconic item as their ability to meet the criteria changes. Even Thor Odinson was not considered worthy to wield Mjolnir for a while, although he later recovered his worthy status.

In general, an iconic item should have as few restrictions as possible and no more than three. On top of that, heroes should bet on villains doing their best to use those restrictions against them.

There are five main kinds of restrictions:

- Access
- Challenging
- Obvious
- Unattached
- Use

An item can have no more than one of any kind of restriction—with the exception of Obvious restrictions.

These are each described in depth below, and there are examples for each kind.

Access Restrictions

The item can only be used by characters with certain qualities. It may be limited to a particular species, a person with certain traits or some other criteria. There can be all sorts of reasons for the limited access.

Note that these limitations apply before the character gains access to the iconic item. For example, an iconic item that is restricted to mutants and that has the Mutant origin—which it grants to an owner—doesn't work for everyone automatically. The character must be a mutant on their own first, and they simply ignore the duplicate origin that the item would grant them.

The more narrow a restriction is, the fewer people who can use it. However, it also means that it might be easier to lose the status that allows access to it.

For example, Mjolnir can only be used by the worthy, so it has the Tag Required restriction. (See page 159 for the new tag, Worthy.) This keeps most other people from using it, but it also means that Thor Odinson—for whom the item was created—can also be shut out of using it if he's not considered worthy himself.

Narrators and players can come up with other restrictions that are based on a character's particular quality, as judged by the Narrator. Tormod, for instance (see p. 115), can only be wielded by the wise.

Example Access Restrictions

- Minimum ability score required (2 or more)
- Minimum damage multiplier required (2 or more)
- Minimum defense score required (2 or more)
- Minimum non-combat check bonus required (2 or more)
- Minimum rank required (2 or more)
- Movement mode required (other than run/climb/swim)
- Origin required
- Power required
- Size required
- Species required
- Tag required
- Team membership required
- Trait required

Challenging Restrictions

Sometimes bad comes with the good. While the item grants the user powers, it also requires something from them in return—or curses them for taking up its power.

The item restricts the user in a way that makes things more difficult for them. Sometimes, this comes by granting the user a challenging trait—as shown on the list below—but there are other ways for this to happen too.

Example Challenging Restrictions

- Anathema
- Berserker
- Bloodthirsty
- Breathe Different
- Weakness

Obvious

The item is easily seen and clearly the source of the powers it grants the user. Because of this, opponents may try to take the item from the character, disarm it from them or disable the device in some other way. (See "Gadget Hacking" on page 145 for more about this.)

An item with this restriction may also grant the character the Extreme Appearance trait.

This can also make it hard for the character to maintain a secret identity if the item is known to be associated with a certain hero. Not just anyone gets to carry around Captain America's shield, for instance, and people might want to return it to who they see as its rightful owner.

Example Obvious Restrictions

- **Awkward:** Gives trouble when handling items or people the user does not wish to harm.
- **Flashy:** Gives trouble when sneaking or hiding.
- **Large:** Hard to get into many places. Can give trouble in tight spaces.
- **Loud:** Gives trouble when sneaking or hiding.
- **Menacing:** Gives trouble on Ego checks when trying to get positive reactions from people other than the characters' friends and family.

Unattached Restrictions

The item is not permanently attached to the character and so can be taken away or even lost. Captain America's shield, for instance, is not attached to him. He once lost it in the ocean and had to make do with substitute shields until Namor returned it to him.

It also means that the hero might not have access to the powers the iconic item grants them at all times. Tony Stark often walks around without his armor on, for instance, because it's heavy and unwieldy and wearing it all day long comes with its own troubles. If he's attacked while he's not wearing it, he's far more vulnerable.

Example Unattached Restrictions

- Carried (like a weapon)
- Driven (like a vehicle)
- Worn (like armor)

Art by Iban Coello & Jesus Aburtov

Use Restrictions

The item (or one of its powers) only works against certain kinds of targets, in certain places or a limited number of times.

Example Use Restrictions

- Home universe use only
- Only works once per hour
- Only works three times per day
- Only works on unliving targets
- Only works in or with certain dimensions
- Only works against extradimensional creature
- Requires a Challenging ability check
- Does no actual damage

Intelligent Items

Some items have a form of intelligence and may even be sentient. Sometimes this isn't known when the owner first takes possession of the item but develops later. Many times, this is simply an opportunity to add color and personality to an item, but it can have an effect on the way the item works in the game.

When an item shows intelligence, it can communicate with the user. This is sometimes done telepathically, without either the user or the item needing to speak out loud. Other times, both the user and the item communicate verbally. If they must speak so that others can hear them, the iconic item should take the Loud restriction.

If the item has a strong personality, it might disagree with how the user intends to employ it. If there's a chance that the item might not go along with the user's wishes, the item should have the Requires a Challenging Ability Check restriction.

In such a case, the non-combat check should be based on Ego or Logic. If the difference of opinion concerns emotions or personality conflicts, use Ego. If the difference is based on facts, use Logic.

If the user fails the ability check, the iconic item refuses to help them do whatever they are arguing about. If circumstances change substantially, the user can make another attempt to convince the item to give in later. However, they have trouble when doing so.

If a player is creating an iconic item with intelligence, they should work with the Narrator to develop the item's personality. By default, the Narrator takes on the role of the iconic item's intelligence.

If the player likes, the Narrator can give them control of the item for periods of time, allowing the player to handle both sides of any such conversation. The Narrator can retake control of the item at any point though.

Most of the time, it's good for the Narrator to start off in control of the item to help set the tone for the item's personality. They can then hand over control whenever the player wants to try playing both sides—as long as the goals of the user and the item are generally aligned.

Iconic Item Powers

Picking powers for an iconic item works much like it does when picking powers for a character. However, there are a couple of notable exceptions:

- Powers chosen for the iconic item do not need to meet any of their listed prerequisites. Still, for numbered powers (like Flight, Mighty and so on), the item must take all lower-numbered powers.
- Since an iconic item does not have a rank, it cannot gain a thematic bonus for picking powers from fewer power sets.

In addition to regular powers, iconic items can have the following powers. **Each of these can be picked only once for each item.**

Some of these powers have a Focus cost, just like regular powers. If so, the user must pay the Focus cost to use them.

- **Adamantium:** Weapons made with this amazing metal ignore 1 level of Health Damage Reduction, and they cannot be destroyed by normal means. Unless the user has the Healing Factor power, items made with this material must be unattached. If they lose the Healing Factor, they must make a Challenging Resilience check at the end of each week. If they fail it, they lose 1 point of Resilience. If they reach –4 Resilience, they die.

Art by John Romita Jr., Klaus Janson & Morry Hollowell

- **Allspeak:** The wielder can understand any spoken language and can be understood by others in their own language as well.
- **Anti-Metal:** Weapons made with this type of Antarctic vibranium from the Savage Land can ignore all Health Damage Reduction that comes from metal. This includes most shields and battle suits. Also, such items cannot be destroyed by normal means.
- **Asgardian Transformation:** When tapped on the ground, the item can transform the user into a mortal form or an Asgardian form. (The item itself can also transform into an innocuous-looking form to suit the user's mortal form.) The user's Asgardian form gains all of the item's powers. If a non-Asgardian user is separated from the item for more than one minute, they lose the powers the item grants and return to mortal form.
- **Bandaging:** The item instantly stops the wearer from bleeding.
- **Constructable:** The user constructs the item using their own powers. They can regenerate the item at will, without using any actions. Such items cannot be used by others and cannot have any Unattached restrictions.
- **Damage Switch:** The item can use its powers to inflict Focus damage instead of Health damage, or vice versa. The type of damage must be declared when the attack is made.
- **Darkforce Attack:** Each round, the item can make a free Ego attack, doing Focus damage, against a target the item has transported to the Darkforce dimension.
- **Effect Options:** The item can have different elemental effects of the user's choice. If there are only two options, switching between the types costs 5 Focus. If there are more options, switching between types costs one action of any kind (movement, standard or reaction) and 5 Focus. Either way, the switch must be made before the attack.
- **Glider:** Grants the user a Glide Speed equal to double their Run Speed. On its own, without a rider, the item has Flight 1.
- **Godkiller:** The item ignores Damage Reduction effects due to Mythic origins.
- **Mysterium:** This metal disrupts magic. If someone is touched with it, any ongoing magic-based effects they are using or affected by end immediately, including instant negation of any such damage reduction or protection. Any checks made for magic-based attacks targeted against someone in a mysterium battle suit or using a mysterium shield automatically fail. In addition, Spider-Sense cannot detect it.
- **Neganite:** A rare material found in Dimension Z that can produce explosive blasts of kinetic energy. A weapon fashioned from it can either ignore 10 points of damage protection or add +1 Health Damage Multiplier. Unlike just about anything else, this actually *does* stack with other such bonuses. Switching between the two effects costs one action of any kind (movement, standard or reaction) and 5 Focus.
- **Nuform:** A synthetic vibranium created by Roxxon. Weapons made with this amazing metal add +1 Health Damage Multiplier, and unlike just about anything else, this actually *does* stack with other such bonuses. However, if the item is not exposed to microwave radiation at least once per week, it transforms into anti-metal instead.
- **Psychic Link:** The user can contact and control the item telepathically. If the item has senses, the user can tap into them. If the item is used remotely, it shares the user's turn in the initiative order. The user can spend their movement or standard actions to give the item either a movement action or a standard action (or, by spending both actions, both). The item can also use the user's reaction to react to things that happen to it. However, just like a regular character, the item can only use one standard action per turn.
- **Ranged:** The item allows the user to use a power that normally requires a Melee check at range, requiring an Agility check instead.
- **Reduced Focus:** Reduces the Focus cost for a particular power by –5.
- **Returns When Thrown:** If thrown (and unrestrained), the item returns to the user at the start of the user's next turn.
- **Reverbium:** This extremely rare artificial vibranium amplifies kinetic energy instead of absorbing it. Weapons made with this amazing metal add +1 Health Damage Multiplier, and unlike just about anything else, this actually *does* stack with other such bonuses. However, it is not nearly as durable as vibranium and can be destroyed by a gadget hacked to do so.
- **Sacrifice:** Any Focus costs required to use the item's powers must be paid with Health instead.
- **Salvation:** If the user is knocked unconscious, then during what would be the user's next turn (or turns), the item automatically uses its powers to remove the user from danger, if it can.
- **Stackable:** One of the item's numbered powers (like Mighty, Sturdy and so on) can stack +1 on top of the same power if the user already has it. For instance, if the item grants +1 Mighty and the user does not have the power, they gain Mighty 1. If the user has Mighty 2, using the item bumps them up to Mighty 3. This cannot go beyond the normal limit for such a power, so a character who already has Mighty 4 cannot gain this benefit.
- **Summonable:** The item can be mentally summoned to the user from any distance, as long as it is in the same dimension. Alternatively, the item can be summoned from another dimension directly to the user. This requires a standard action or reaction.
- **Swingline:** The character gains the swingline movement mode, with a Swingline Speed equal to triple their Run Speed. The reach of their swingline is equal to their Swingline Speed, as is the range if the item is a ranged weapon.
- **Toolkit:** The item can contain a single hacked gadget at a time, and its owner has an edge when hacking a gadget for the item. (See page 145 for the rules on hacking gadgets.)

- **Allspeak:** The wielder can understand any spoken language and can be understood by others in their own language as well.
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- **Toolkit:** The item can contain a single hacked gadget at a time, and its owner has an edge when hacking a gadget for the item. (See page 145 for the rules on hacking gadgets.)

- **Unkillable:** As long as the item is not destroyed, the user cannot be permanently killed. Their Health can be reduced to any negative amount, even far beyond the point of death, but they heal normally despite this.
- **Unmovable:** The item can be moved only by those who are able to use it.
- **Uru:** Weapons made with this amazing substance have unlimited range and usually have the Mythic: Asgardian origin. If the item has a restriction related to a quality the user must have (like requiring the Worthy tag or being wise) to wield it, it cannot be lifted by someone without the quality.
- **Vibranium:** Weapons made with this amazing metal add +1 Health Damage Multiplier, and they cannot be destroyed by normal means. Unlike just about anything else, this actually *does* stack with other such bonuses. The vast majority of vibranium comes from Wakanda.
- **Weapon:** The item is a weapon, and the entry gives the weapon's details, including its damage multiplier and range. If there are two entries separated by a slash under Damage Multiplier, the first is for Melee attacks, and the second is for Agility attacks. If there are two entries separated by a slash under Range, the first is the weapon's range for Melee attacks, and the second is the weapon's range for Agility attacks.

Iconic Reliance

Like anything else, iconic items can be lost or stolen, costing the character their access to the powers the item grants. Sometimes, it's enough to simply separate the character from the item by enough distance or for enough time.

Some items rely on either technology or magic to grant their user powers. This falls under two categories: tech reliance and magic item reliance. (See page 158 for the new trait Magic Item Reliance.) They work in the exact same way, with the exception that one is based on technology and the other is based on some kind of magic.

When an item relies on technology or magic, the player should make it clear which of the item's powers are affected by such a reliance and which are not.

As can be seen in published profiles, iconic items feature a symbol next to each reliant power or power set. The one for Tech Reliance looks like this:

The one for Magic Item Reliance looks like this:

When one of these symbols appears next to an item's power, it affects that particular power. When it appears next to an item's power set instead, it affects all of the item's powers in that set.

Improving an Iconic Item

It's possible to improve or upgrade an iconic item. From a mechanical point of view, it's as simple as rebuilding the iconic item using the standard rules. However, if the iconic item's power value increases due to this, the power picks must come from somewhere.

One way to manage this is for the item's owner to give up enough of their existing powers to cover the item's increased power value. The character might feel that the trade-off is worth it. In addition, if the heroes are using the Getting Schooled rules (see page 134), they can use one of the powers they earn on the Schooling Advancement Chart.

The other and perhaps easier way to handle it is for the character to increase in rank enough to cover the power value of the iconic item. However, if this would cause the character to gain a rank past their rank cap—or to go past Rank 6—this might not work. If it would help, the player and the Narrator might agree to raise the character's rank cap, although not past Rank 6.

In extreme cases, the character might need to use a combination of these two methods to make the math work. They could raise their rank cap, and if that's not enough, they could give up enough powers to keep them at their rank cap.

Caring for Iconic Items

Iconic items are difficult if not impossible to destroy. Because of this, they are often fashioned from special kinds of materials, like adamantium, vibranium, mysterium or even uru. Permanently destroying such an item is something that only a Narrator-controlled character should be able to manage, which means it should only happen at the Narrator's discretion.

A character that is using an iconic item can allow it to be damaged by using the Tech Reliance or Magic Item Reliance traits to save themselves at the cost of the item. Assuming they can find the parts and have access to the proper tools, though, they can repair them during downtime. Such resources are commonly available at a team's headquarters. (See page 122 for details.)

It's also possible for a character to lose an iconic item or have it taken from them. If the character is simply borrowing the item, this shouldn't be much of an issue. However, if they own the iconic item and they lose access to it for longer than an adventure, the player should decide if they want to recover the iconic item's power value in some way or wait until they can recover the item.

Sometimes, a hero simply substitutes another item for the missing one. For instance, Captain America (Steve Rogers) has used other shields when necessary, and Thor Odinson used the battleax called Jarnbjorn when he was not worthy enough to wield Mjolnir.

Special Effect Types

Some iconic weapons can have different kinds of special effects when their user gets a Fantastic success while attacking with them. For melee weapons, we already have blunt and sharp attacks, and these can be applied to ranged weapons as well.

The other types of special effects are based on the Elemental Control power set, which includes several different options, depending on the element involved.

Example: *On a Fantastic success, the Twilight Sword can count as a fire attack rather than a sharp attack. This means that it can set its target ablaze rather than causing bleeding.*

- **Unkillable:** As long as the item is not destroyed, the user cannot be permanently killed. Their Health can be reduced to any negative amount, even far beyond the point of death, but they heal normally despite this.
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Example: *On a Fantastic success, the Twilight Sword can count as a fire attack rather than a sharp attack. This means that it can set its target ablaze rather than causing bleeding.*

ICONIC ITEM DESCRIPTIONS

Each iconic item description features a number of elements. They include:

- **Origin:** The origin the item has and gives its owner.
- **Powers:** The powers the item gives its owner.
- **Restrictions:** The restrictions placed on using the item.
- **Power Value:** How many power picks are required to own the item.

Absorbing Man's Ball & Chain

Crusher Creel was in prison, wearing a ball and chain, when he was transformed into the Absorbing Man. When he changes into a new material, so do they.

Origin: Magic

Powers:
- Effect Options
- Returns When Thrown
- **Weapon:** Range: Reach +1/10, Melee/Agility Damage Multiplier Bonus: +1/+1.

Restrictions:
- Carried
- **Use:** Must use the same effect options as the Absorbing Man.

Power Value: 1

Adamantium Claws

A set of retractable claws embedded in the user's limbs, fashioned from razor-sharp adamantium.

Origin: High-Tech: Cybernetics

Powers:
- **Adamantium:** Ignores 1 level of Health Damage Reduction.
- **Weapon:** Range: Reach, Melee Damage Multiplier Bonus: +1.

Restrictions:
- Healing Factor-powered characters only

Power Value: 1

All-Black

A necrosword created by Knull from a symbiote and improved with the power of the head of a Celestial he decapitated with it, which would become Knowhere.

Origin: Symbiote: Knull

Powers:
- Environmental Protection
- Flight 2
- Healing Factor
- Mighty 4
- Sturdy 4
- **Weapon:** Range: Reach, Melee Damage Multiplier Bonus: +2.

Restrictions:
- Menacing
- Carried

Power Value: 11

Angel's Techno-Organic Wings

When in Archangel form, Angel can use these wings to fire feathery fléchettes (treat like a submachine gun), and he can wrap his wings around him for protection.

Origin: Mutant

Powers:
- Elemental Protection 2 (Iron)
- Flight 2
- **Weapon:** Range: 10 spaces, Agility Damage Multiplier Bonus: +1.

Restrictions:
- Large
- Menacing

Power Value: 3

Note: Angel already has Flight 2, so for him, the Power Value is 1.

Arkon's Lightning Bolts

Arkon carries bolts that transform into lightning as he hurls them.

Origin: Alien

Powers:
- Elemental Blast (Electricity)
- Elemental Burst (Electricity)
- **Weapon:** Range: 10 spaces, Agility Damage Multiplier Bonus: +1.

Restrictions:
- Carried
- Flashy

Power Value: 1

AVENG.E.R.S. Jacket

A high-tech jacket worn by members of the Avengers Emergency Response Squad.

Origin: High-Tech

Powers:
- Bandaging
- Elemental Protection 1 (Force)

Restrictions:
- Worn

Power Value: 1

Art by Cory Smith & Rachelle Rosenberg

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Origin: Magic

Powers:
- Effect Options
- Returns When Thrown
- **Weapon:** Range: Reach +1/10, Melee/Agility Damage Multiplier Bonus: +1/+1.

Restrictions:
- Carried
- **Use:** Must use the same effect options as the Absorbing Man.

Power Value: 1

Adamantium Claws

A set of retractable claws embedded in the user's limbs, fashioned from razor-sharp adamantium.

Origin: High-Tech: Cybernetics

Powers:
- **Adamantium:** Ignores 1 level of Health Damage Reduction.
- **Weapon:** Range: Reach, Melee Damage Multiplier Bonus: +1.

Restrictions:
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Power Value: 1

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Powers:
- Environmental Protection
- Flight 2
- Healing Factor
- Mighty 4
- Sturdy 4
- **Weapon:** Range: Reach, Melee Damage Multiplier Bonus: +2.

Restrictions:
- Menacing
- Carried

Power Value: 11

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When in Archangel form, Angel can use these wings to fire feathery fléchettes (treat like a submachine gun), and he can wrap his wings around him for protection.

Origin: Mutant

Powers:
- Elemental Protection 2 (Iron)
- Flight 2
- **Weapon:** Range: 10 spaces, Agility Damage Multiplier Bonus: +1.

Restrictions:
- Large
- Menacing

Power Value: 3

Note: Angel already has Flight 2, so for him, the Power Value is 1.

Arkon's Lightning Bolts

Arkon carries bolts that transform into lightning as he hurls them.

Origin: Alien

Powers:
- Elemental Blast (Electricity)
- Elemental Burst (Electricity)
- **Weapon:** Range: 10 spaces, Agility Damage Multiplier Bonus: +1.

Restrictions:
- Carried
- Flashy

Power Value: 1

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A high-tech jacket worn by members of the Avengers Emergency Response Squad.

Origin: High-Tech

Powers:
- Bandaging
- Elemental Protection 1 (Force)

Restrictions:
- Worn

Power Value: 1

Art by Cory Smith & Rachelle Rosenberg

Betsy Braddock's Psychic Sword

A blade that Betsy Braddock (the current Captain Britain) can summon with the power of her mind. It can deal either Focus damage or Health damage with any success, as she chooses.

Origin: Mutant

Powers:
- Constructable
- Damage Switch
- **Weapon:** Range: Reach, Melee Damage Multiplier Bonus: +2.

Restrictions:
- Flashy
- **Requires:** Logic 2 or more

Power Value: 1

Black Panther's Claws

The claws in the Black Panther's gloves are made of anti-metal and are electrified.

Origin: High-Tech

Powers:
- **Anti-Metal:** Ignores Health Damage Reduction.
- **Weapon:** Range: Reach, Melee Damage Multiplier Bonus: +1.

Restrictions:
- Worn

Power Value: 1

Blink's Displacement-Field Daggers

Blink can fashion her teleporting powers into knives that can affect targets they hit.

Origin: Mutant

Powers:
- Constructable
- Teleport Object
- Teleport Other
- **Weapon:** Range: Reach/5, Melee/Agility Damage Multiplier Bonus: +1.

Restrictions:
- Does no actual damage

Power Value: 3

Note: Blink already has Teleport Object and Teleport Other, so for her, the Power Value is 1.

Bloodaxe (Original)

A vicious ax forged in Asgard for the Executioner, it infects its user with its lust for blood.

Origin: Mythic: Asgardian

Powers:
- Allspeak
- Godkiller
- Elemental Blast (Energy)
- Elemental Burst (Energy)
- Mighty 1
- Sturdy 1
- Uru
- **Weapon:** Range: Reach/Unlimited, Melee/Agility Damage Multiplier Bonus: +2.

Restrictions:
- Carried
- Flashy
- **Challenging:** Bloodthirsty trait

Power Value: 5

Bloodaxe (New)

A new Bloodaxe forged for the Executioner so that he might reclaim the righteous death he believes Thor Odinson stole from him.

Origin: Mythic: Asgardian

Powers:
- Godkiller
- **Power Slider (Bloodied):** If the user gets a Fantastic success on an attack with this weapon and causes bleeding, their powers are boosted. If they are knocked unconscious by a foe in battle, they die.
- Uru
- **Weapon:** Range: Reach/Unlimited, Melee/Agility Damage Multiplier Bonus: +2.

Restrictions:
- Carried
- Flashy

Power Value: 2

Boomerang's Boomerangs

Boomerang wears a collection of trick boomerangs, allowing him to deploy different ones at will.

Origin: Special Training

Powers:
- Returns When Thrown
- **Effect Options:** Each boomerang the character throws can have a different elemental effect of their choice.
- **Weapon:** Range: Reach/10, Melee/Agility Damage Multiplier Bonus: +1.

Restrictions:
- Flashy
- Worn

Power Value: 1

Captain America's Shield

The iconic shield of Captain America (Steve Rogers) is fashioned from a unique alloy of steel, vibranium and a unique substance called proto-adamantium. It is shaped like a disc with three bands around a blue circle, inside of which is a five-pointed star. A similar one was forged for Sam Wilson.

Origin: Weird Science

Powers:
- Reduced Focus
- Shield 1
- Stackable
- **Weapon:** Range: Reach/10, Melee/Agility Damage Multiplier Bonus: +1.

Restrictions:
- Carried
- Flashy
- **Requires:** Shield 1 power

Power Value: 1

Captain America of the Railways' Shield

Captain America of the Railways originally carried a rough-made shield, but while at Avengers Academy, Moon Girl forged him a new one that is nearly as amazing as that of the original Captain America.

Origin: Weird Science

Powers:
- Shield 1
- Stackable
- **Weapon:** Range: Reach/10, Melee/Agility Damage Multiplier Bonus: +1.

Restrictions:
- Carried
- Flashy

Power Value: 1

Cloak's Cloak

Cloak's garment can transport a grabbed target to the Darkforce dimension, where they are at his mercy.

Origin: Weird Science

Powers:
- Darkforce Attack
- Dimensional Travel Other

Restrictions:
- Large

Power Value: 1

Art by Kerry Gammill & Terry Austin

Corvus Glaive's Glaive

Corvus Glaive wields a special weapon that protects him as much as it harms others.

Origin: Alien

Powers:
- Unkillable
- **Weapon:** Range: Reach +1, Melee Damage Multiplier Bonus: +2.

Restrictions:
- Carried

Power Value: 1

Art by Jim Cheung, Dustin Weaver, Livesay, Dave Meikis, Mark Morales, Guillermo Ortego, Justin Ponsor & Ive Svorcina

Crimson Gem of Cyttorak

When Cain Marko bonded with the Crimson Gem of Cyttorak, it transformed him into a living Juggernaut.

Origin: Magic

Powers:
- Elemental Protection 3
- Healing Factor
- Mighty 4
- Sturdy 4

Restrictions:
- Flashy
- Large

Power Value: 10

Note: To use it with Juggernaut's profile from the *Core Rulebook*, remove his Surprising Power trait and add Juggernaut's Helmet (see page 113).

Crimson Gem-Powered Bands of Cyttorak

When the Crimson Gem of Cyttorak was destroyed, Cain Marko bonded with a manifestation of the Crimson Bands of Cyttorak charged up with the remnants of the gem.

Origin: Magic

Powers:
- Elemental Protection 3
- Healing Factor
- Mighty 4
- Sturdy 4
- Uncanny 4

Restrictions:
- Flashy
- Large

Tags:
- Alternate Form

Power Value: 14

Note: This functions much like the Crimson Gem of Cyttorak, but it also grants Uncanny 4, and the user can manifest the Juggernaut armor and its powers at will. To use it with his profile from the *Core Rulebook*, remove his Surprising Power trait.

Dagger's Lightforce Daggers

Dagger can use her powers to create and throw knives made of light.

Origin: Weird Science

Powers:
- Constructable
- Damage Switch
- **Weapon:** Range: Reach/5, Melee/Agility Damage Multiplier Bonus: +1.

Restrictions:
- Flashy
- **Requires:** Ego 2 or more

Power Value: 1

Daredevil's Billy Club

A weapon consisting of two clubs connected by a length of wire, this can be disguised as a folding cane for the blind.

Origin: Weird Science

Powers:
- Returns When Thrown
- Swingline
- **Weapon:** Range: 15 spaces, Melee/Agility Damage Multiplier Bonus: +1.

Restrictions:
- Carried
- Flashy

Power Value: 1

Cloak's Cloak

Cloak's garment can transport a grabbed target to the Darkforce dimension, where they are at his mercy.

Origin: Weird Science

Powers:
- Darkforce Attack
- Dimensional Travel Other

Restrictions:
- Large

Power Value: 1

Art by Kerry Gammill & Terry Austin

Corvus Glaive's Glaive

Corvus Glaive wields a special weapon that protects him as much as it harms others.

Origin: Alien

Powers:
- Unkillable
- **Weapon:** Range: Reach +1, Melee Damage Multiplier Bonus: +2.

Restrictions:
- Carried

Power Value: 1

Art by Jim Cheung, Dustin Weaver, Livesay, Dave Meikis, Mark Morales, Guillermo Ortego, Justin Ponsor & Ive Svorcina

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Origin: Magic

Powers:
- Elemental Protection 3
- Healing Factor
- Mighty 4
- Sturdy 4

Restrictions:
- Flashy
- Large

Power Value: 10

Note: To use it with Juggernaut's profile from the *Core Rulebook*, remove his Surprising Power trait and add Juggernaut's Helmet (see page 113).

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- Uncanny 4

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- Flashy
- Large

Tags:
- Alternate Form

Power Value: 14

Note: This functions much like the Crimson Gem of Cyttorak, but it also grants Uncanny 4, and the user can manifest the Juggernaut armor and its powers at will. To use it with his profile from the *Core Rulebook*, remove his Surprising Power trait.

Dagger's Lightforce Daggers

Dagger can use her powers to create and throw knives made of light.

Origin: Weird Science

Powers:
- Constructable
- Damage Switch
- **Weapon:** Range: Reach/5, Melee/Agility Damage Multiplier Bonus: +1.

Restrictions:
- Flashy
- **Requires:** Ego 2 or more

Power Value: 1

Daredevil's Billy Club

A weapon consisting of two clubs connected by a length of wire, this can be disguised as a folding cane for the blind.

Origin: Weird Science

Powers:
- Returns When Thrown
- Swingline
- **Weapon:** Range: 15 spaces, Melee/Agility Damage Multiplier Bonus: +1.

Restrictions:
- Carried
- Flashy

Power Value: 1

Destroyer's Energy Baton

As the new Destroyer, Sharon Carter wields this crackling baton, forged from neganite from Dimension Z.

Origin: Special Training

Powers:
- Neganite
- **Weapon:** Range: Reach/10, Melee/Agility Damage Multiplier Bonus: +1.

Restrictions:
- Carried

Power Value: 1

Doctor Octopus' Ocktoid Tentacles

These semiautonomous drones have a psychic link with Octavius and can form four arms for him or can separate into individual pieces that work in concert with each other.

Origin: High-Tech

Powers:
- Additional Limbs
- Banging Heads
- Clobber
- Crushing Grip
- Extended Reach
- Jump 1
- Mighty 2
- Psychic Link
- Quick-Toss
- Salvation
- Spider-Dodge
- Wallcrawling

Restrictions:
- Flashy

Power Value: 12

Ebony Blade

This legendary magical weapon was handed down through the generations and used by the Black Knight.

Origin: Magic: Sorcery

Powers:
- Bolts of Balthakk
- Dispel Spell
- Mighty 2
- **Power Slider (Blood Curse):** If the user gets a Fantastic success on an attack with this weapon and causes bleeding, their powers are boosted. However, they also gain the Bloodthirsty tag. If they kill someone while Bloodthirsty, they lose their Heroic tag.
- Sense Supernatural
- Shield of the Seraphim (20 points to shatter)
- Summonable
- Unkillable
- **Weapon:** Range: Reach, Melee Damage Multiplier Bonus: +2.

Restrictions:
- Carried
- Menacing
- Unkillable power usable only by descendants of King Arthur

Power Value: 7

Gambit's Charged Cards

Gambit can charge up other things with his powers, but he favors using a deck of cards and carries one with him.

Origin: Mutant

Powers:
- Reduced Focus for Elemental Infusion
- **Weapon:** Range: 5 spaces, Damage Multiplier Bonus: +1.

Restrictions:
- Carried

Power Value: 1

Hawkeye's Trick Quiver

Hawkeye (Clint Barton) created this quiver to hold a handy supply of trick arrows. He later gave it to Kate Bishop.

Origin: Special Training

Powers:
- Toolkit
- **Effect Options:** Each arrow the character shoots can have a different elemental effect of their choice.

Restrictions:
- Worn

Power Value: 1

Hell-Mark

Candidates to become a Hell Lord bear the mark of Hell on their skin.

Origin: Magic: Demonic

Powers:
- Dimensional Portal
- Elemental Burst (Hellfire)

Restrictions:
- Dimension Portal only goes to and from Hell.

Power Value: 1

H.E.R.B.I.E.'s Opti-Blaster

A light-based blaster that Mister Fantastic built into his robotic helper.

Origin: High-Tech

Powers:
- **Effect Option:** On a Fantastic success, blinds the target rather than causing bleeding.
- **Weapon:** Range: 10 spaces, Agility Damage Multiplier Bonus: +1.

Restrictions:
- Carried

Power Value: 1

Hofund

The sword of Heimdall, the guardian of Asgard's Rainbow Bridge, went to Sif after his death, along with the job.

Origin: Mythic: Asgardian

Powers:
- Summon Portal
- **Weapon:** Range: Reach, Melee Damage Multiplier Bonus: +2.

Restrictions:
- Carried

Power Value: 1

Jarnbjorn

The battleax of the Valkyrie named Rúna. When she disappeared for centuries, Thor made use of it until he took up Mjolnir.

Origin: Mythic: Asgardian

Powers:
- Godkiller
- Uru
- **Weapon:** Range: Reach/Unlimited, Melee/Agility Damage Multiplier Bonus: +2.

Restrictions:
- Large
- Carried

Power Value: 1

Destroyer's Energy Baton

As the new Destroyer, Sharon Carter wields this crackling baton, forged from neganite from Dimension Z.

Origin: Special Training

Powers:
- Neganite
- **Weapon:** Range: Reach/10, Melee/Agility Damage Multiplier Bonus: +1.

Restrictions:
- Carried

Power Value: 1

Doctor Octopus' Ocktoid Tentacles

These semiautonomous drones have a psychic link with Octavius and can form four arms for him or can separate into individual pieces that work in concert with each other.

Origin: High-Tech

Powers:
- Additional Limbs
- Banging Heads
- Clobber
- Crushing Grip
- Extended Reach
- Jump 1
- Mighty 2
- Psychic Link
- Quick-Toss
- Salvation
- Spider-Dodge
- Wallcrawling

Restrictions:
- Flashy

Power Value: 12

Ebony Blade

This legendary magical weapon was handed down through the generations and used by the Black Knight.

Origin: Magic: Sorcery

Powers:
- Bolts of Balthakk
- Dispel Spell
- Mighty 2
- **Power Slider (Blood Curse):** If the user gets a Fantastic success on an attack with this weapon and causes bleeding, their powers are boosted. However, they also gain the Bloodthirsty tag. If they kill someone while Bloodthirsty, they lose their Heroic tag.
- Sense Supernatural
- Shield of the Seraphim (20 points to shatter)
- Summonable
- Unkillable
- **Weapon:** Range: Reach, Melee Damage Multiplier Bonus: +2.

Restrictions:
- Carried
- Menacing
- Unkillable power usable only by descendants of King Arthur

Power Value: 7

Gambit's Charged Cards

Gambit can charge up other things with his powers, but he favors using a deck of cards and carries one with him.

Origin: Mutant

Powers:
- Reduced Focus for Elemental Infusion
- **Weapon:** Range: 5 spaces, Damage Multiplier Bonus: +1.

Restrictions:
- Carried

Power Value: 1

Hawkeye's Trick Quiver

Hawkeye (Clint Barton) created this quiver to hold a handy supply of trick arrows. He later gave it to Kate Bishop.

Origin: Special Training

Powers:
- Toolkit
- **Effect Options:** Each arrow the character shoots can have a different elemental effect of their choice.

Restrictions:
- Worn

Power Value: 1

Hell-Mark

Candidates to become a Hell Lord bear the mark of Hell on their skin.

Origin: Magic: Demonic

Powers:
- Dimensional Portal
- Elemental Burst (Hellfire)

Restrictions:
- Dimension Portal only goes to and from Hell.

Power Value: 1

H.E.R.B.I.E.'s Opti-Blaster

A light-based blaster that Mister Fantastic built into his robotic helper.

Origin: High-Tech

Powers:
- **Effect Option:** On a Fantastic success, blinds the target rather than causing bleeding.
- **Weapon:** Range: 10 spaces, Agility Damage Multiplier Bonus: +1.

Restrictions:
- Carried

Power Value: 1

Hofund

The sword of Heimdall, the guardian of Asgard's Rainbow Bridge, went to Sif after his death, along with the job.

Origin: Mythic: Asgardian

Powers:
- Summon Portal
- **Weapon:** Range: Reach, Melee Damage Multiplier Bonus: +2.

Restrictions:
- Carried

Power Value: 1

Jarnbjorn

The battleax of the Valkyrie named Rúna. When she disappeared for centuries, Thor made use of it until he took up Mjolnir.

Origin: Mythic: Asgardian

Powers:
- Godkiller
- Uru
- **Weapon:** Range: Reach/Unlimited, Melee/Agility Damage Multiplier Bonus: +2.

Restrictions:
- Large
- Carried

Power Value: 1

Juggernaut's Helmet

Origin: Magic

Powers:
- Uncanny 4

Restrictions:
- Flashy
- Worn

Power Value: 2

Note: Juggernaut already has Uncanny 1, so for him, the Power Value is 1. To use with the Juggernaut profile in the *Core Rulebook*, remove his Banging Heads power.

Art by Alex Ross

Karnak's Hands

Karnak's hands can be used as lethal weapons.

Origin: Inhuman

Powers:
- **Effect Option:** On a Fantastic success, causes bleeding.
- **Weapon:** Range: Reach, Damage Multiplier Bonus +1.

Restrictions:
- Menacing

Power Value: 1

Magik's Soulsword

A blade forged from Illyana Rasputin's own soul, this also serves as her icon as the ruler of limbo.

Origin: Magic: Sorcery

Powers:
- Discipline 4
- Summonable
- **Weapon:** Range: Reach, Melee Damage Multiplier Bonus: +2.

Restrictions:
- Carried
- Flashy
- Discipline power only works against magical creatures.

Power Value: 3

Magneto's Helmet

Origin: High-Tech

Powers:
- Uncanny 4

Restrictions:
- Flashy
- Worn

Power Value: 2

Note: Magneto already has Uncanny 1, so for him, the Power Value is 1. To use it with his profile in the *Core Rulebook*, replace his Scientific Expertise trait with Extraordinary Origin.

Mjolnir

"Whosoever holds this hammer, if they be worthy, shall possess the power of Thor."

Origin: Mythic: Asgardian

Powers:
- Asgardian Transformation
- Control Fog
- Control Weather 4
- Discipline 1
- Elemental Barrage (Electricity)
- Elemental Blast (Electricity)
- Elemental Burst (Electricity)
- Elemental Push (Electricity)
- Elemental Ricochet (Electricity)
- Flight 2
- Mighty 4
- Sturdy 2
- Summon Portal
- Summonable
- Thunder
- Uru
- **Weapon:** Range: Reach/Unlimited, Melee/Agility Damage Multiplier Bonus: +1.

Restrictions:
- Can only be used by the worthy.
- Carried
- Flashy

Power Value: 22

Note: This adds the Summon Portal power, which did not appear with Thor's profile in the *Core Rulebook*.

Mjolnir (Earth-1610)

On Earth-1610, Mjolnir is a high-tech weapon that allows Thor full access to his Asgardian powers.

Origin: High-Tech

Powers:
- Control Weather 4
- Elemental Barrage (Electricity)
- Elemental Blast (Electricity)
- Elemental Burst (Electricity)
- Elemental Push (Electricity)
- Summon Portal
- Summonable
- Thunder
- **Weapon:** Range: Reach/5, Melee/Agility Damage Multiplier Bonus: +1.
- Weather Chill
- Weather Warm

Restrictions:
- Carried
- Flashy
- **Requires:** Enhanced Physique and Mighty 2.

Power Value: 11

Nemesis' Scell

This soulbound sword grants its user powers in exchange for lives.

Origin: Magic: Sorcery

Powers:
- Blink
- Flight 1
- Leech Life
- Mighty 2
- Sturdy 2
- Teleport 2
- Teleport Together
- **Weapon:** Range: Reach, Melee/Agility Damage Multiplier Bonus: +2.

Restrictions:
- Carried
- Sacrifice

Power Value: 9

Night Nurse's Gauntlet

Iron Man gave Night Nurse a gauntlet from one of his battle suits to help her protect herself.

Origin: High-Tech: Battle Suit

Powers:
- Elemental Burst (Energy)
- Summonable

Restrictions:
- Carried

Power Value: 1

Note: Night Nurse is only borrowing the gauntlet, so there's no need to change her origin.

Paladin's Stun Gun

This special gun does no permanent damage and is locked so only Paladin can use it.

Origin: High-Tech

Powers:

- **Effect Option:** On a Fantastic success, stuns the target rather than causing bleeding.
- **Weapon:** Range: 10 spaces, Agility Damage Multiplier Bonus: +1.

Restrictions:

- Carried
- Only usable by Paladin

Power Value: 1

Note: Paladin's origin in his profile in *Deadpool Role-Plays the Marvel Universe* should be changed to High-Tech.

Patriot's Shield

A high-tech shield designed for Patriot. It has a psychic link with him, and he can use it to fire energy blasts.

Origin: High-Tech

Powers:

- Elemental Burst (Energy)
- Glider
- Psychic Link
- Shield 1

Restrictions:

- Carried
- Flashy
- **Requires:** Shield 1 power

Power Value: 1

Art by Jim Cheung, John Dell, Drew Geraci & Justin Ponsor

Proxima Midnight's Spear

A weapon forged for Proxima Midnight by Thanos himself.

Origin: Alien

Powers:

- Elemental Barrage (Energy)
- Elemental Blast (Energy)
- Elemental Burst (Energy)
- Elemental Grab (Energy)
- **Weapon:** Range: Reach +1/10, Melee/Agility Damage Multiplier Bonus: +1.

Restrictions:

- Carried
- Large

Power Value: 3

Queen Goblin's Pumpkin Scepter

A double-headed mace that dispenses pain to both body and soul.

Origin: Magic: Demonic

Powers:

- **Effect Option:** On a Fantastic success, inflicts hellfire damage, split between Health and Focus.
- **Weapon:** Range: Reach, Melee Damage Multiplier Bonus: +1.

Restrictions:

- Carried

Power Value: 1

Ren Kimura's Razor Arms

Kimura's steely arms can slice like knives.

Origin: Inhuman

Powers:

- **Effect Option:** On a Fantastic success, causes bleeding.
- **Weapon:** Range: Reach, Melee Damage Multiplier Bonus: +1.

Restrictions:

- Awkward

Power Value: 1

Shard of the Crimson Gem of Cyttorak

This piece of the original Crimson Gem of Cyttorak grants the user incredible powers, transforming them into a minor Juggernaut.

Origin: Magic

Powers:

- Mighty 3
- Sturdy 2

Restrictions:

- Flashy
- Large

Tags:

- Alternate Form

Power Value: 3

Silver Surfer's Surfboard

A silver board on which Galactus' most famous herald rides through the cosmos.

Origin: Weird Science

Powers:

- Flight 2
- Summonable

Restrictions:

- Driven
- Flashy

Power Value: 1

Sin-Eater's Sin-Eating Shotgun

A shotgun that takes away its victims' sins.

Origin: Magic

Powers:

- **Effect Option:** On a Fantastic success, affects the target with the power Penance Stare rather than causing bleeding.
- **Weapon:** Range: 6 spaces, Agility Damage Multiplier Bonus: +1.

Restrictions:

- Carried

Power Value: 1

Star-Lord's Element Gun

A pistol that can wield the power of the elements.

Origin: Alien

Powers:

- **Effect Options:** Can pick the Elemental Control power special effect from air (knock prone), earth (halve speed), fire (set ablaze), water (surprise) or energy (blind).
- Elemental Barrage (Air, Earth, Fire, Water or Energy)
- Elemental Blast (Air, Earth, Fire, Water or Energy)
- Elemental Burst (Air, Earth, Fire, Water or Energy)
- Summonable

Restrictions:

- Carried

Power Value: 4

Stormbreaker

After Beta Ray Bill gave Mjolnir back to Thor, Odin had a replacement crafted for the Korbinite.

See Mjolnir. This item is functionally identical to that one in all but shape.

Swordsman's Sword

The blade wielded by Swordsman, using technology from the alien Makluans.

Origin: Magic

Powers:

- Bolts of Balthakk
- Flames of the Faltine
- Mists of Morpheus
- **Weapon:** Range: Reach, Melee Damage Multiplier Bonus: +2.

Restrictions:

- Carried

Power Value: 3

Ten Rings

Ten bracelet-sized rings that use the magic of Ta-Lo to grant their user incredible powers.

Origin: Magic

Powers:

- Crimson Bands of Cyttorak
- Elemental Burst (Energy)
- Flight 1
- Returns When Thrown
- Summon Portal
- **Weapon:** Range: Reach/10 spaces, Melee/Agility Damage Multiplier Bonus: +1.

Restrictions:

- Worn

Power Value: 5

Art by Marcus To & Erick Arciniega

Thunderball's Ball & Chain

An enchanted ball and chain that Thunderball carries from his prison days.

Origin: Magic

Powers:

- Returns When Thrown
- **Weapon:** Range: 5, Melee/Agility Damage Multiplier Bonus: +1.

Restrictions:

- Carried

Power Value: 1

Thunderstrike

After Eric Masterson lost Mjolnir to Thor, Odin forged a mace for Masterson. The inscription on the side of it reads, "The world still needs heroes. Thunderstrike." Eric's son, Kevin, inherited it after Eric's death.

See Mjolnir. This item is functionally identical to that one in all but shape.

Note: The Thunderstrike (Kevin Masterson) of Earth-982 gained his powers by magically merging with the mace of the same name, eliminating the iconic item in that universe.

Tormod

A weapon forged by Thor Odinson himself, from the metal of his helmet.

Origin: Mythic: Asgardian

Powers:

- **Adamantium (equivalent):** Ignores 1 level of Health Damage Reduction. Elemental Barrage (Electricity)
- Elemental Blast (Electricity)
- Elemental Burst (Electricity)
- Elemental Push (Electricity)
- Elemental Ricochet (Electricity)
- Summonable
- **Weapon:** Range: Reach/5, Melee/Agility Damage Multiplier Bonus: +2.

Restrictions:

- Can only be used by the wise.
- Carried

Power Value: 6

Note: Thor has most of these powers already, so for him, the Power Value is 2. Also, Tormod is not made from actual adamantium, but the weapon is so sharp and indestructible that it is treated as if it is.

Twilight Sword

After Thor destroyed Stormbreaker, Beta Ray Bill claimed Surtur's old blade instead.

Origin: Mythic: Asgardian

Powers:

- Asgardian Transformation
- **Effect Options:** On a Fantastic success, the Twilight Sword can count as a fire attack rather than a sharp attack.
- Mighty 4
- Sturdy 2
- **Weapon:** Range: Reach, Melee Damage Multiplier Bonus: +2.

Restrictions:

- Can only be used by the worthy.
- Carried

Power Value: 7

Note: Beta Ray Bill already has Mighty 2 and Sturdy 2, so for him, the Power Value is 3.

U.S.Agent's Shield

The black-white-and-red shield used by U.S.Agent. It originally belonged to the Captain America of Earth-13584, but it was given away after his death.

See Captain America's shield. This item is functionally identical to that one in all but coloration.

Valkyrie Spear

A traditional spear carried by the Valkyrior of Asgard.

Origin: Mythic: Asgardian

Powers:

- Elemental Burst (Energy)
- Uru
- **Weapon:** Range: Reach +1/Unlimited, Damage Multiplier Bonus: +1.

Restrictions:

- Carried
- Large

Power Value: 1

Note: In the profile for Annabelle Riggs in *Deadpool Role-Plays the Marvel Multiverse*, she is only borrowing one of these, which is why she does not have the Mythic: Asgardian origin.

Whiplash's Energy Whips

These charged whips extend from the arms of Whiplash's armor and lash out at his foes.

Origin: High-Tech: Battle Suit

Powers:

- **Effect Options:** These energy whips can count as either energy attacks or sharp attacks.
- **Weapon:** Range: Reach +1, Melee Damage Multiplier Bonus: +1.

Restrictions:

- Worn

Power Value: 1

Widow's Bite

A wrist-worn weapon that fires stinging blasts.

Origin: Special Training

Powers:

- **Effect Options:** These blasts can count as either electricity attacks or force attacks.
- **Weapon:** Range: 10 spaces, Agility Damage Multiplier Bonus: +1.

Restrictions:

- Worn

Power Value: 1

Wrecker's Crowbar

An enchanted crowbar that Wrecker carries to help destroy anything in his path.

Origin: Magic

Powers:

- Returns When Thrown
- **Weapon:** Range: Reach/10 spaces, Melee/Agility Damage Multiplier Bonus: +1.

Restrictions:

- Carried

Power Value: 1

Zodiac Key

A weapon that resembles an ankh. The user holds it by its ring and points the tip of it at the target.

Origin: Alien

Powers:

- Elemental Barrage (Energy)
- Elemental Barrier (Energy)
- Elemental Blast (Energy)
- Elemental Burst (Energy)
- Elemental Protection 1 (Energy) (10 points to shatter)

Restrictions:

- Carried

Power Value: 4

BATTLE SUITS

Under the new iconic item rules, battle suits work much like iconic items. However, they are not technically iconic items, as owning an iconic item requires the character to have the Iconic Item power. To own a battle suit, the character must have the High-Tech: Battle Suit origin, and a character with that origin gets the battle suit without having to spend a power pick on it.

We've grouped them together here to make them easier to find and compare.

Borrowing or Owning

Just like with iconic items, when a character borrows a battle suit, they simply gain the powers that the battle suit grants, and they use it at their current rank. This represents the fact that they're not well trained in the use of the battle suit—and it's likely not fitted to them—unless they own it.

If the battle suit has powers with prerequisites the character cannot meet, the character can still use those powers. However, if the battle suit has powers with a Focus cost, the user must be able to pay those costs normally to activate those particular powers. If the user cannot do so—due to a lack of Focus or because, due to their rank, they cannot spend that much Focus at once—they cannot use those powers.

Some characters—like Tony Stark—own multiple battle suits. The profiles for those suits from Earth-616 include the choices that the character has made for the additional ranks each battle suit confers when worn. Players can modify these as they wish, of course, but this makes it simpler for the character to grab a battle suit and go.

Traits and Tags

Battle suits always grant their user the Tech Reliance trait and the Worn restriction. On top of that, the user often gains the Extreme Appearance tag, which also grants them an Obvious restriction. This is usually Flashy, but others can be substituted.

Iconic Items

It's possible to have an iconic item integrated into a battle suit. See Whiplash's armor for an example of this. When this happens, add the iconic item's Power Value to the battle suit's total Power Value.

In the case of Whiplash's armor, his charged whips are an iconic item. Since their Power Value is 1, they add 1 to the battle suit's Power Value.

Switching Battle Suits

Switching between battle suits can take a good amount of time. Many of them are too heavy, bulky or otherwise cumbersome for a character to get into without some sort of assistance.

For this reason, characters can generally only switch between battle suits at their headquarters or during the downtime between stories.

Tony Stark's Many Battle Suits

On page 242 in Chapter 9, we have a new profile for Tony Stark when he's not wearing his Iron Man armor. In this section,

we feature a number of battle suits that Stark can wear, but there are no separate profiles for him wearing each one.

Instead, we've provided the Ability Scores and Traits he has when wearing each suit of armor. That way you can add any of them to the Tony Stark profile to produce that version of Iron Man. Feel free to tinker with the numbers to suit your personal tastes.

Black Widow's Battle Suit

Natasha Romanov of Earth-1610 wore a battle suit created by Tony Stark—right up till she betrayed him.

Origin: High-Tech: Battle Suit

Powers:
- Elemental Barrage (Energy)
- Elemental Blast (Energy)
- Elemental Burst (Energy)
- Flight 2
- Mighty 1
- Sturdy 1
- Wallcrawling

Restrictions:
- Flashy
- Worn

Power Value: 6

Doctor Doom's Armor

The only battle suit that befits Doom, fashioned with sorcery!

Origin: Magic: Sorcery

Powers:
- Elemental Barrier (Energy)
- Elemental Blast (Energy)
- Elemental Burst (Energy)
- Flight 1
- Mighty 1
- Salvation
- Sturdy 2
- Summonable

Restrictions:
- Menacing
- Worn

Power Value: 8

High Evolutionary's Armor

The High Evolutionary's genius extends not only to genetic manipulation but to the design of his own armor.

Origin: High-Tech: Battle Suit

Powers:
- Accuracy 1
- Elemental Barrier (Energy)
- Elemental Blast (Energy)
- Elemental Burst (Energy)
- Elemental Protection 2 (Energy) (20 points to shatter)
- Environmental Protection
- Healing Factor
- Mighty 1
- Sturdy 1

Restrictions:
- Menacing
- Worn

Power Value: 8

Hulkbuster Armor

Tony Stark's specialized armor designed for dealing with heavy hitters like the Hulk.

Origin: High-Tech: Battle Suit

Powers:
- Clobber
- Crushing Grip
- Elemental Barrage (Energy)
- Elemental Barrier (Energy)
- Elemental Blast (Energy)
- Elemental Burst (Energy)
- Elemental Push (Energy)
- Environmental Protection
- Flight 2
- Immovable
- Mighty 4
- Salvation
- Smash
- Sturdy 4
- Summonable

Restrictions:
- Large
- Worn

Power Value: 20

When worn by Tony Stark, his rank increases to 6. His abilities become:
- **Melee:** 8 (+7)
- **Agility:** 2 (+2)
- **Resilience:** 9 (+8)
- **Vigilance:** 4 (+3)
- **Ego:** 5 (+0)
- **Logic:** 5 (+0)

He also gains these traits:
- Big
- Presence

Iron Man's Armor (Earth-1610)

Tony Stark of Earth-1610 has his own way of making armor.

Origin: High-Tech: Battle Suit

Powers:
- Accuracy 1
- Elemental Barrage (Energy)
- Elemental Barrier (Energy)
- Elemental Blast (Energy)
- Elemental Burst (Energy)
- Elemental Prison (Energy)
- Elemental Protection 1 (Energy) (10 points to shatter)
- Environmental Protection
- Flight 2
- Invisibility
- Machine Telepathy
- Mighty 1
- Sturdy 2

Restrictions:
- Flashy
- Worn

Power Value: 13

Iron Man's Standard Armor

The cutting-edge battle suit Tony Stark personally wears as Iron Man.

Origin: High-Tech: Battle Suit

Powers:
- Elemental Barrage (Energy)
- Elemental Barrier (Energy)
- Elemental Blast (Energy)
- Elemental Burst (Energy)
- Elemental Push (Energy)
- Environmental Protection
- Flight 2
- Mighty 1
- Salvation
- Sturdy 2
- Summonable

Restrictions:
- Flashy
- Worn

Power Value: 12

When worn by Tony Stark, his rank increases to 4. His abilities become:
- **Melee:** 3 (+2)
- **Agility:** 4 (+4)
- **Resilience:** 3 (+2)
- **Vigilance:** 3 (+2)
- **Ego:** 5 (+0)
- **Logic:** 5 (+0)

Iron Man's Model Nil Armor

The latest in stealth armor from the mind of Tony Stark.

Origin: High-Tech: Battle Suit

Powers:
- Elemental Barrage (Energy)
- Elemental Blast (Energy)
- Elemental Burst (Energy)
- Environmental Protection
- Flight 1
- Illumination
- Invisibility
- Mighty 1
- Salvation
- Silence Self
- Sturdy 1
- Summonable
- Wallcrawling

Restrictions:
- Menacing
- Worn

Power Value: 11

When worn by Tony Stark, his rank increases to 4. His abilities become:
- **Melee:** 2 (+1)
- **Agility:** 4 (+4)
- **Resilience:** 2 (+1)
- **Vigilance:** 3 (+2)
- **Ego:** 5 (+0)
- **Logic:** 5 (+0)

Iron Man's Mysterium Armor

One of Tony Stark's greatest battle suits, designed to protect from the thing he hates most: magic.

Origin: High-Tech: Battle Suit

Powers:
- Accuracy 1
- Elemental Barrage (Energy)
- Elemental Barrier (Energy)
- Elemental Blast (Energy)
- Elemental Burst (Energy)
- Elemental Push (Energy)
- Elemental Ricochet (Energy)
- Environmental Protection
- Flight 2
- Mighty 2
- Mysterium
- Salvation
- Sturdy 3
- Summonable
- Supernova

Restrictions:
- Flashy
- Worn

Power Value: 17

When worn by Tony Stark, his rank increases to 5. His abilities become:
- **Melee:** 3 (+2)
- **Agility:** 4 (+4)
- **Resilience:** 6 (+5)
- **Vigilance:** 4 (+3)
- **Ego:** 5 (+0)
- **Logic** 5 (+0)

He also gains this trait:
- Fearless

Iron Spider Armor

The battle suit Tony Stark built for Spider-Man (Peter Parker).

Origin: High-Tech: Battle Suit

Powers:
- Additional Limbs
- Environmental Protection
- Heightened Senses
- Mighty 1
- Salvation
- Sturdy 2
- Summonable
- Webgliding

Restrictions:
- Flashy
- Worn

Power Value: 8

Teen Immortus' Armor

The young version of Kang the Conqueror used this armor while traveling through time.

Origin: High-Tech: Battle Suit

Powers:
- Accuracy 1
- Elemental Barrier (Energy)
- Elemental Blast (Energy)
- Elemental Burst (Energy)
- Elemental Protection 2 (Energy) (20 points to shatter)
- Flight 2
- Mighty 1
- Salvation
- Sturdy 1
- Summonable
- Time Travel
- Time Travel Together

Restrictions:
- Flashy
- Worn

Power Value: 11

War Machine Armor

The battle suit Tony Stark built for his pal Rhodey.

Origin: High-Tech: Battle Suit

Powers:
- Elemental Blast (Energy)
- Elemental Burst (Energy)
- Environmental Protection
- Flight 2
- Mighty 1
- Salvation
- Sturdy 2
- Summonable

Restrictions:
- Menacing
- Worn

Power Value: 9

Whiplash's Armor

A battle suit built out of an old set of Iron Man armor.

Origin: High-Tech: Battle Suit

Powers:
- Flight 1
- **Iconic Item:** Energy Whips (Power Value: 1)
- Mighty 1
- Sturdy 2
- Summonable

Restrictions:
- Menacing
- Worn

Power Value: 4

Iron Man's Model Nil Armor

The latest in stealth armor from the mind of Tony Stark.

Origin: High-Tech: Battle Suit

Powers:
- Elemental Barrage (Energy)
- Elemental Blast (Energy)
- Elemental Burst (Energy)
- Environmental Protection
- Flight 1
- Illumination
- Invisibility
- Mighty 1
- Salvation
- Silence Self
- Sturdy 1
- Summonable
- Wallcrawling

Restrictions:
- Menacing
- Worn

Power Value: 11

When worn by Tony Stark, his rank increases to 4. His abilities become:
- **Melee:** 2 (+1)
- **Agility:** 4 (+4)
- **Resilience:** 2 (+1)
- **Vigilance:** 3 (+2)
- **Ego:** 5 (+0)
- **Logic:** 5 (+0)

Iron Man's Mysterium Armor

One of Tony Stark's greatest battle suits, designed to protect from the thing he hates most: magic.

Origin: High-Tech: Battle Suit

Powers:
- Accuracy 1
- Elemental Barrage (Energy)
- Elemental Barrier (Energy)
- Elemental Blast (Energy)
- Elemental Burst (Energy)
- Elemental Push (Energy)
- Elemental Ricochet (Energy)
- Environmental Protection
- Flight 2
- Mighty 2
- Mysterium
- Salvation
- Sturdy 3
- Summonable
- Supernova

Restrictions:
- Flashy
- Worn

Power Value: 17

When worn by Tony Stark, his rank increases to 5. His abilities become:
- **Melee:** 3 (+2)
- **Agility:** 4 (+4)
- **Resilience:** 6 (+5)
- **Vigilance:** 4 (+3)
- **Ego:** 5 (+0)
- **Logic** 5 (+0)

He also gains this trait:
- Fearless

Iron Spider Armor

The battle suit Tony Stark built for Spider-Man (Peter Parker).

Origin: High-Tech: Battle Suit

Powers:
- Additional Limbs
- Environmental Protection
- Heightened Senses
- Mighty 1
- Salvation
- Sturdy 2
- Summonable
- Webgliding

Restrictions:
- Flashy
- Worn

Power Value: 8

Teen Immortus' Armor

The young version of Kang the Conqueror used this armor while traveling through time.

Origin: High-Tech: Battle Suit

Powers:
- Accuracy 1
- Elemental Barrier (Energy)
- Elemental Blast (Energy)
- Elemental Burst (Energy)
- Elemental Protection 2 (Energy) (20 points to shatter)
- Flight 2
- Mighty 1
- Salvation
- Sturdy 1
- Summonable
- Time Travel
- Time Travel Together

Restrictions:
- Flashy
- Worn

Power Value: 11

War Machine Armor

The battle suit Tony Stark built for his pal Rhodey.

Origin: High-Tech: Battle Suit

Powers:
- Elemental Blast (Energy)
- Elemental Burst (Energy)
- Environmental Protection
- Flight 2
- Mighty 1
- Salvation
- Sturdy 2
- Summonable

Restrictions:
- Menacing
- Worn

Power Value: 9

Whiplash's Armor

A battle suit built out of an old set of Iron Man armor.

Origin: High-Tech: Battle Suit

Powers:
- Flight 1
- **Iconic Item:** Energy Whips (Power Value: 1)
- Mighty 1
- Sturdy 2
- Summonable

Restrictions:
- Menacing
- Worn

Power Value: 4

NARRATIVE ITEMS

In addition to iconic items, there is an entirely new kind of item: narrative items. These items don't fit within the regular framework for items. They don't have rules the way iconic items do.

Narrative items are similar to Narrative Powers (see page 160) and Rank X characters (such as Galactus or Death). They're so powerful that they can disrupt the entire game if not handled with the utmost care, so they're for use only by characters controlled by the Narrator.

The use of narrative items requires careful attention. Otherwise, they can ruin the sense of fairness that goes into a role-playing game and reduce the game to a series of arguments about how such items work and what they can accomplish in any particular context.

Using Narrative Items

Narrative items work exactly as described. Of course, there are all sorts of ways to interpret the descriptions, and such interpretations often depend on the unique circumstances of who controls the item and what they wish to do with it. When there's any question about how a narrative item works in a particular situation, the players and the Narrator should take a moment to reason out what they think should happen. If that occurs in the middle of a game, the Narrator might make a quick ruling to keep things moving, but the players and the Narrator can have a longer discussion about it later. In the end, the Narrator has the final say about how the narrative item works in the game.

Narrative Power Descriptions

Each of the following entries describes how a narrative item works in the game—or at least how the character using it understands that it works. The use of a narrative item can sometimes be expanded by interpreting it a new way. In many cases, the character using a narrative item doesn't know every aspect of it. They only know what's worked for them so far, and they may discover new uses for it along the way.

Most of the time, a narrative item is borrowed rather than owned. Only a Narrator-controlled character should own a narrative item. For such a character, a narrative item takes up a single power pick. However, many characters with narrative items don't use all of their power picks, mostly because they don't need them.

Heroes can gain control of a narrative item, but this should only be for a short while. Otherwise, the Narrator can take control of the character until they relinquish the item.

Cosmic Cube

A Cosmic Cube is a containment unit filled with energy drained from the all-powerful Beyonders. The energy is sentient and can fulfill the wishes of the person who holds and commands it.

The sentience interprets the user's will and fulfills it, usually as best it can. However, getting the sentience to properly understand the user's intent can be tricky and is best learned with practice. In most cases, the sentience doesn't purposefully misinterpret the user's commands, but it can misunderstand, so the user must literally be careful what they wish for. Because of this, even the most ambitious villains tend to be cautious when using such power.

Most such devices take the shape of a fist-sized cube that glows with the bluish white energy contained inside, but they can come in different shapes or forms. Given enough time, the sentience inside a Cosmic Cube can develop its own personality, complete with its own desires. Such people include the Shaper of Worlds (originally a cube created by the Skrulls), Kubik (originally created by A.I.M.) and Kobik (created from fragments from several Cosmic Cubes that were fused together).

A Cosmic Cube can be used to change reality, but it cannot affect the past or alter a person's soul. It can be used to edit a person's memories—or to create a new version of that person—making them think that the past was different, but the original person's soul and the original timeline remain intact.

Otherwise, the only limits of a Cosmic Cube's power are the imagination of its user, the capability of the cube's sentience to understand it and the sentience's developing personality. Eventually, the sentience stops taking orders from a user and makes its own decisions about how to use its power best.

Infinity Stones

These incredibly powerful stones come from the First Cosmos and are sent into various parts of the Multiverse to influence the course of a universe's history.

Each stone works fully only in its home universe. If brought to another universe and used, they can function but may shatter if pushed too hard

For a long time, there were six Infinity Stones, each of which had a different color and controlled a different aspect of the universe. They have changed colors sometimes, but they are currently Power (Violet), Mind (Yellow), Reality (Red), Soul (Orange), Space (Blue) and Time (Green). Recently, another Infinity Stone was created: Death (Black).

On their own, the stones grant the following powers. They also give their users unlimited Focus and allow them to spend up to 30 points of Focus at once—or more if needed for narrative purposes.

- **Death:** The user knows the location of everyone who is about to die at any moment, along with the circumstances surrounding their death. They can teleport anywhere so that they can escort the dead to their final reward. The user can also instantly kill anyone with a touch. They cannot, however, spare the lives of the dying, no matter how much they might wish to.
- **Mind:** The user has incredible telepathic powers. They gain all powers from the Telekinesis and Telepathy power sets, ignoring any prerequisites. They can also travel through dreams and can construct psychic weapons. (See page 110 for an example of something like this: Betsy Braddock's Psychic Sword.) They also gain Brilliance 4 and Uncanny 4.
- **Power:** The user gains all powers from the Elemental Control (all types), Power Control and Super-Strength power sets, ignoring any prerequisites. They also gain Accuracy 4, Mighty 4 and Sturdy 4.

NARRATIVE ITEMS

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These incredibly powerful stones come from the First Cosmos and are sent into various parts of the Multiverse to influence the course of a universe's history.

Each stone works fully only in its home universe. If brought to another universe and used, they can function but may shatter if pushed too hard

For a long time, there were six Infinity Stones, each of which had a different color and controlled a different aspect of the universe. They have changed colors sometimes, but they are currently Power (Violet), Mind (Yellow), Reality (Red), Soul (Orange), Space (Blue) and Time (Green). Recently, another Infinity Stone was created: Death (Black).

On their own, the stones grant the following powers. They also give their users unlimited Focus and allow them to spend up to 30 points of Focus at once—or more if needed for narrative purposes.

- **Death:** The user knows the location of everyone who is about to die at any moment, along with the circumstances surrounding their death. They can teleport anywhere so that they can escort the dead to their final reward. The user can also instantly kill anyone with a touch. They cannot, however, spare the lives of the dying, no matter how much they might wish to.
- **Mind:** The user has incredible telepathic powers. They gain all powers from the Telekinesis and Telepathy power sets, ignoring any prerequisites. They can also travel through dreams and can construct psychic weapons. (See page 110 for an example of something like this: Betsy Braddock's Psychic Sword.) They also gain Brilliance 4 and Uncanny 4.
- **Power:** The user gains all powers from the Elemental Control (all types), Power Control and Super-Strength power sets, ignoring any prerequisites. They also gain Accuracy 4, Mighty 4 and Sturdy 4.

- **Reality:** The user can alter physical reality as they see fit. They can change any physical characteristics like size, density or chemical composition. They gain all powers from the Elemental Control (all types), Luck, Phasing, Resize and Teleportation power sets, ignoring any prerequisites. They also gain Flight 2, Mighty 4 and Sturdy 4.
- **Soul:** The user can preserve souls for the afterlife, and they can examine a person's soul and even reach into a person's soul to damage it, heal it or alter its nature. They gain all powers from the Healing and Telepathy power sets, ignoring any prerequisites. They can also conjure soul-based constructs of other people, including super heroes and villains. They also gain Discipline 4 and Uncanny 4.
- **Space:** The user can travel in space and has control over the positions of things within it. This includes teleporting things of any size over unlimited distances. They gain all powers from the Teleportation power set, ignoring any prerequisites.
- **Time:** The user can slow down, speed up and freeze time for everyone around them for themselves or for specific things. They can use this to age or youthen people or things as well. They can also see into the past and the future. They gain all powers from the Omniversal Travel (Time) and Sixth Sense power sets, ignoring any prerequisites.

The stones become more powerful when brought together, forming a circuit that grants unlimited control over the entire universe. For this reason, people who covet them have created items on which the stones can be mounted in close proximity to each other. The most notorious of these is the Infinity Gauntlet.

A single stone grants +1 rank to its user. Each stone that is within 100 spaces of another grants another +1 rank to all of the stones' users. In either case, this can boost a user to a maximum of Rank 6.

In many ways, the use of an Infinity Stone's powers is limited only by the user's imagination. Most users learn to be cautious with their powers early on. Otherwise, they can cause all sorts of unintended consequences that are difficult even for them to repair.

Infinity Gauntlet

When the Infinity Stones are gathered together and controlled by a single person, they grant that user unlimited power, and the user becomes Rank X. To help arrange for this, people have constructed a number of different items on which all the stones can be mounted at once. The most famous of these is the Infinity Gauntlet.

The Infinity Gauntlet is a right-handed glove made of a golden metal, and it features a space for an Infinity Stone along the largest knuckles of each finger, plus a space for a sixth on the back of the hand. When it was created, only six Infinity Stones were known, but a seventh—the Death Stone—recently emerged.

No one yet knows what a device built to hold all seven stones might be able to manage, but even with just the original six stones, the Infinity Gauntlet makes its user one of the most powerful beings in the universe. Even cosmic

Art by Mark Bagley, Danny Miki & Paul Mounts

beings like Eternity and Infinity cannot stand against it. Only the Living Tribunal and the One Above All can fully counter the power of the Infinity Gauntlet. When Doctor Doom used the power of the Beyonders to become God Emperor Doom, he could also withstand it.

Otherwise, the user of the completed Infinity Gauntlet is omnipotent. They have the ability to remake all of reality in their universe in any way they see fit. They can destroy star systems at will—or kill half of all life in the universe with a snap of their fingers.

The only limits to their power are their imagination—and, perhaps, their arrogance.

ALTERNATE FORMS

Many characters have the Alternate Form tag. This states:

The character can change from their regular human form into another form and back. When in either form, the character can only access powers assigned to that form. In most cases, this means that the character can use powers only when in their alternate form. This tag applies to characters that switch from one humanoid form to another, like Colossus, Emma Frost and many of the Hulks. It also applies to characters that have inhuman forms, like werewolves and vampires.

- **Reality:** The user can alter physical reality as they see fit. They can change any physical characteristics like size, density or chemical composition. They gain all powers from the Elemental Control (all types), Luck, Phasing, Resize and Teleportation power sets, ignoring any prerequisites. They also gain Flight 2, Mighty 4 and Sturdy 4.
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In many cases, alternate forms are simple to handle, but they can sometimes be more complex. If you'd like to develop more thorough representations of a character's alternate form, here is a new way to handle it.

Characters with an alternate form have two forms: their primary form and their alternate form. Their primary form is usually their most powerful form, the one that they're best known as and often most comfortable in. Their alternate form is usually their humanlike form, which often doesn't have super-powers.

Note that most characters should only have a single alternate form—or at least only have access to a single alternate form with different powers at a time. It's possible for characters to have more, but those are generally due to cosmetic changes or narrative powers.

Alternate Form Types

There are three main types of alternate forms. When you create character sheets for alternate forms, you don't have to do quite as much work as you would for coming up with an entirely new character. Instead, you only have to fill in the parts that are different for the alternate form, including any difference in abilities, tags, traits, powers and so on.

Cosmetic Change: The difference between the forms is mostly in their looks or personality. This includes, for instance, Tigra, whose alternate form is just her but without her tail and fur. Moon Knight is another example. He has a number of different personalities, but they all have the same abilities.

In this case, don't create a second character sheet for the alternate forms, as the differences aren't enough to bother with.

Power Down: The character's alternate form has fewer powers than the primary form. In fact, the alternate form often has no obvious superhuman powers at all. Examples include Colossus, Hulk, She-Hulk and many others. This is by far the most common kind of alternate form type.

It's worth creating a secondary character sheet for the alternate form. That way you can refer to it whenever the character assumes their secondary form.

Power Swap: In some rare cases, the character's alternate form not only has super-powers, but they differ from the ones the primary form has. Emma Frost is a good example of this. She has one set of powers in her primary form, and she has another set of powers when she assumes her alternate form, in which she turns into living diamond.

In such cases, you can work off a single character sheet if you like, but having a secondary sheet can make it easy to tell which powers the character has access to in each form at a glance.

Creating Power-Down Alternates

When creating a character with a power-down alternate form, simply use the regular process to build the character at their most powerful, with all of their powers listed. When you're done with that, you can then build a version of the character without any superhuman powers.

The alternate form retains the primary form's origin and any traits or tags that come with those. Everything else may change.

The alternate form can have a different occupation from the primary form. If that happens, remove the traits and tags from the primary form's occupation, and replace them with the traits and tags from the alternate form's occupation.

The alternate form can also keep any other traits they like. If they have some that don't make sense for the alternate form, remove them.

If the primary form has any powers that a character with the Special Training origin can have, the alternate form can retain those, but they lose access to any others. When it comes to any standard prerequisites for such powers that the alternate form has—like rank—ignore them. If the character has them in their primary form, they can have them in their alternate form too.

The alternate form should not retain any powers that don't make sense for them.

The alternate form's rank is then reduced to the lowest rank they can be and still have all of their retained powers. That's normally four powers per rank, so if they have four powers or less, they are Rank 1. If they have five to eight powers, they are Rank 2, and so on. This can change, though, if the character gets a thematic bonus for how many power sets the chosen powers come from.

Once you figure out the alternate form's rank, you need to refigure the form's abilities and powers to make sure that they work for the new rank, as shown on the Alternate Form Changes table. For instance, if the alternate form is Rank 2, they get 10 ability points and eight powers.

The alternate form's abilities and powers can differ widely from those of the primary form. Change them to whatever fits with the nature of the character, within the new limit.

Once the abilities are set, calculate the alternate form's new ability defense scores and non-combat bonuses. The alternate form's rank also affects their Karma and their damage multipliers, so be sure to recalculate those too.

Alternate Form Changes

Rank	Powers	Ability Points	Damage Multiplier and Karma
1	4	5	1
2	8	10	2
3	12	15	3
4	16	20	4
5	20	25	5
6	24	30	6

Example: *See the Hulk (Savage) on page 203 of this book, and let's create a profile for his Bruce Banner form. His origin (Weird Science: Gamma Mutate) remains the same, as do the trait (Weird) and tags (Extreme Appearance [gamma forms], Green Door, Immunity: Gamma Radiation and Radioactive) that come with it.*

Hulk has the occupation Adventurer, while Banner has the occupation Scientist. So the alternate form loses Connections: Super Heroes, Fearless and Black Market Access and gains Inventor, Scientific Expertise and Lab Access. However, over his years on the run, changing back and forth from the Hulk, Banner has

Art by Carlo Pagulayan, Jason Paz, Juan Vlasco & Val Staples

likely picked up Black Market Access on his own. Since that's a tag, that can be added back in for free.

Hulk's remaining traits are Battle Ready, Berserker, Big, Clueless, Enduring Constitution, Enhanced Physique, Iron Will and Loner. Banner could keep any of them, but—as the Hulk likes to say—he's puny. So we remove Battle Ready, Berserker, Big, Enduring Constitution and Enhanced Physique. Banner is also usually smarter than Hulk, so remove Clueless. Iron Will and Loner seem to fit well, so he keeps those.

The Hulk doesn't have many powers that a person with the Special Training origin could have. Banner could keep Mighty 2, Sturdy 2 and Uncanny 2. Mighty 2 and Sturdy 2 don't make sense for "puny" Banner, so he loses those. However, he's mentally tough, so he keeps Uncanny 2.

With only two retained powers. Banner is Rank 1. Since he's only used two powers, we can give him two more (or three, if he sticks to using only basic powers). Since he's so intelligent, we give him Brilliance 2 (the highest someone can have with the Special Training origin) and Inspiration, which are basic powers.

At Rank 1, Banner has 5 ability points to spend. The highest Logic he can have at Rank 1 is 4, so we spend 4 of the points there. We assign the last point to Vigilance to give him additional Focus.

Take a look at the profile for Bruce Banner on page 182 to see the results.

Creating Power-Swap Alternates

If the character's alternate form has superhuman powers, the player can decide which powers, traits, tags and abilities are available to each form. These can overlap and be shared by each form, but they do not have to. Some of them can be exclusive to separate forms. In any case, the alternate form remains at the same rank as the primary form.

Switching Forms

A character can instantly switch to a different form by using a movement action or a reaction.

Some characters might have other triggers that automatically cause them to switch forms without much control on their part. Common triggers include anger, stress and even a full moon.

If the trigger can be resisted, the character can make an Ego check to keep from making an unwanted change. The Narrator should set the target number according to the circumstances, but in general, this should be a Challenging Ego check that's set to the rank of the current form.

Example: *Bruce Banner transforms into the Hulk when he gets angry—which happens a lot. When Banner (who is Rank 1) gets punched in the face outside a roadhouse, he must make an Ego check against a TN of 11 to keep from switching into the primary form of the Hulk.*

Some transformations cannot be resisted. A werewolf, for example, transforms on nights when there's a full moon, and they cannot stop this from happening.

Multiple Primary Forms

Some characters have several different forms. Bruce Banner, for instance, has been known to transform into the Savage Hulk (the classic green Hulk), Joe Fixit (a savvy gray Hulk), the Devil Hulk (a mean and vicious green Hulk who can only transform when the sun is down) and Professor Hulk (the green Hulk but with Banner's mind), among others.

These other forms can have different powers and abilities, and they can even be of different ranks. Each of them is considered a primary form of its own, but they all share Banner as their alternate form.

Most players control only a single primary form during a game. The only exception is the Narrator, and in this sense, the use of multiple primary forms connected to a shared alternate form is a Narrator power.

Players can still take on the roles of characters like the Hulk. They just have to commit to playing a single one of the Hulk's primary forms at a time. Switching between primary forms should be something that happens either between stories, during the downtime at headquarters or—ideally—during incredibly important moments in a story. In any case, the player and the Narrator should work together to find the right times to make such momentous changes.

HEADQUARTERS

Teams of heroes like the Avengers often have a headquarters that they're based out of. The heroes can rest and recuperate here, discuss plans with each other and train for upcoming adventures. Any group of heroes can have a headquarters, from a single hero all the way up to a global organization like the Avengers. Here's how that works in the game.

Having a Headquarters

If a team would like to have a headquarters, they have a couple of options. They can claim an existing one or they can create a new one.

Once the headquarters is established, each hero on the team should add the Headquarters tag if they don't already have it. As seen in the *Core Rulebook*, it reads:

The character has a base, cave or lair they can use to recover from wounds, repair or store equipment, work on inventions and so on. The location can be public or secret, and it can be as humble as a toolshed or as elaborate as an underground complex or a Manhattan skyscraper.

Claiming an Existing Headquarters

The simplest way to find a headquarters is to use an already established one, like Avengers Mansion, Avengers Tower,

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Claiming an Existing Headquarters

The simplest way to find a headquarters is to use an already established one, like Avengers Mansion, Avengers Tower,

Avengers Mountain or even the Impossible City. Descriptions of some of these locations—including full-color maps—are scattered throughout this book.

The Avengers have a long-standing policy of "Once an Avenger, always an Avenger." This means that any member of any Avengers team can call on the rest of the team for help at any point. That includes being able to use the team's current headquarters.

If the heroes are members of the team that owns or controls a particular headquarters, they can use it along with everyone else on the team. For example, if they're current members in good standing of the West Coast Avengers, they should have access to the team's current headquarters in Los Angeles and can simply show up and take advantage of it like any other member.

If there's not enough room in an established headquarters, the heroes might clash with other people already using the place, which could cause conflict. This can be an opportunity for rich role-playing, adding some depth to the characters' wants and needs in between more action-packed adventures.

It's up to the Narrator how to handle such situations. They can rotate out existing members of the team to make room for the heroes—nice and easy. They can let minor irritations simmer to foment drama among the characters. Or they can spur outright conflict between the heroes and their erstwhile teammates.

The choice for this comes down to how much of this the players would like to have in their game. The Narrator can introduce this a bit at a time and see how it flies. If the players enjoy the extra drama in the game, the Narrator should lean into it and give them more. On the other hand, if the players don't see the point of such elements in their game, the Narrator can ease back and eliminate any such drama so the heroes can focus on larger issues instead.

Creating a New Headquarters

The heroes might decide that instead of using an established headquarters, they would rather have a new place all their own. The Narrator can, of course, allow them to have whatever kind of headquarters they like. If so, the players should help come up with the reasons the heroes have access to or ownership of such a place.

Here are some guidelines for how to create such a place. The players can follow these to the letter if they like, or they can ignore the parts they find too inhibiting.

The Team's Rank

To start, figure out the team's rank. For that, take the ranks of each member of the team and average them. If there are more than six members, only take into account the six highest-rank characters. Then round up to the next highest number.

Example: *The team has seven heroes: three of Rank 3, two of Rank 4 and two of Rank 5. So 3+3+3+4+4+5+5=27. Divide that by seven and you get an average of 3.9. Round that up to 4. The team is Rank 4.*

The rank of the team can change over time, depending on a number of elements:

- Heroes join or leave the team.
- Heroes go up (or down) in rank.

If this happens, recalculate the team's rank. If it rises, the characters might want to take the opportunity to expand or improve their headquarters. If it falls, the characters might be forced to make some cuts to their headquarters.

Art by Mahmud Asrar & Dave McCaig

Art by Stuart Immonen, Wade von Grawbadger & Laura Martin

To handle this, simply figure out the number of traits the headquarters has available with the team's new rank, and then cut existing traits to fit under that number or add more traits to the existing ones until you hit the new limit. Alternatively, the team can look for (or build) an entirely new headquarters that fits their current needs and capacity best.

Either way, that's up to the players, including the Narrator. If everyone is happy with the current headquarters and doesn't want to engage with any drama around it, that's okay too.

Building the Headquarters

To build a headquarters and keep it running, at least one member of the team should have at least one of the following tags to help finance everything: Rich, Patron or Powerful. If none of the heroes have such a tag, at least one of them should get one, if possible. Since tags can be added and removed freely, it shouldn't be too much bother.

If none of the heroes want to—or cannot—get such a tag, they can try squatting in the headquarters instead, commandeering it without the owners' permission. Examples of such places include the mansion the Runaways hid out in when they started out, the Murderworld compound that X-Force commandeered for themselves and the time when the Young Avengers worked out of the ruins of the then-destroyed Avengers Mansion.

In such cases, the team shouldn't be involved in building the headquarters, as they can only take what they can find. Instead, the Narrator should build the place and present it to the team—along with the warning that the actual owners might show up to claim or clean out the place at some point.

Just as with a character, headquarters come with two kinds of labels: traits and tags. Traits have some kind of mechanical effect that the characters can use, usually during the downtime between missions. Tags describe aspects of the place that have more of a narrative than a mechanical effect.

When building a headquarters, the team can pick three traits for their headquarters per team rank. The headquarters can have as many tags as the team likes for free, although some of the tags are incompatible with others. Available traits and tags are described below.

Downtime Activities

Each trait has a downtime activity listed for it, which usually comes with some kind of bonus that can be used during play. When a team takes a break at a headquarters, each character on the team can pick one downtime activity to participate in and gain the bonus for.

The bonus lasts until the team's next downtime, at which point, each hero can choose a downtime activity again.

Taking part in a downtime activity costs the character 1 point of Karma. That means they start their next story with 1 less point of Karma than usual. This lasts until the character gets their next good night's rest after the story has started. (No going to sleep early just to avoid this.)

Characters who don't normally have Karma can spend it on a downtime activity that happens after the conclusion of an adventure—if they have any left that they've earned.

A hero doesn't have to take part in a downtime activity if they don't want to, or if they don't have time for it. These are optional, and the Narrator decides when the heroes have the opportunity to access them.

Headquarters Tags

The tags that a headquarters can have are described in full here.

Arcane

The headquarters is filled with magic of all kinds. Many of its other tags and traits are empowered by magic or due to magical means.

This works best if at least one member of the team has magical powers or is at least associated with mythic powers.

Arcane headquarters are rarely High-Tech as well.

Central Location

The headquarters is located in a major metropolis with access to all sorts of amenities—and which also makes it close to where the action is when it comes to being a hero. The heroes who don't live at the headquarters but are in the area should be able to get there easily. This is convenient,

Art by Stuart Immonen, Wade von Grawbadger & Laura Martin

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When building a headquarters, the team can pick three traits for their headquarters per team rank. The headquarters can have as many tags as the team likes for free, although some of the tags are incompatible with others. Available traits and tags are described below.

Downtime Activities

Each trait has a downtime activity listed for it, which usually comes with some kind of bonus that can be used during play. When a team takes a break at a headquarters, each character on the team can pick one downtime activity to participate in and gain the bonus for.

The bonus lasts until the team's next downtime, at which point, each hero can choose a downtime activity again.

Taking part in a downtime activity costs the character 1 point of Karma. That means they start their next story with 1 less point of Karma than usual. This lasts until the character gets their next good night's rest after the story has started. (No going to sleep early just to avoid this.)

Characters who don't normally have Karma can spend it on a downtime activity that happens after the conclusion of an adventure—if they have any left that they've earned.

A hero doesn't have to take part in a downtime activity if they don't want to, or if they don't have time for it. These are optional, and the Narrator decides when the heroes have the opportunity to access them.

Headquarters Tags

The tags that a headquarters can have are described in full here.

Arcane

The headquarters is filled with magic of all kinds. Many of its other tags and traits are empowered by magic or due to magical means.

This works best if at least one member of the team has magical powers or is at least associated with mythic powers.

Arcane headquarters are rarely High-Tech as well.

Central Location

The headquarters is located in a major metropolis with access to all sorts of amenities—and which also makes it close to where the action is when it comes to being a hero. The heroes who don't live at the headquarters but are in the area should be able to get there easily. This is convenient,

but the trade-off is that lots of other people have easy access to it as well—assuming they know where it is.

Headquarters with Central Location cannot also have Isolated Location.

Contains Secrets

The headquarters contains secrets of some kind, ones that the team cannot easily solve or perhaps is entirely unaware of. Possibilities include:

- The place is built on hallowed ground.
- The architect was a sorcerer who designed it to summon horrors from beyond.
- The original owners were Skrulls.
- The place was stolen from its original owners, who now want it back.
- A secret door appears in the basement on nights of a new moon.

The Narrator should feel free to add this tag without telling the players about it. That way, they can reveal the secret slowly and let the players try to uncover what's going on.

Secrets have a way of being discovered, but when the heroes figure it out, they often have more questions than they started with.

Cozy

The place is relatively small. There's enough room in it for every member of the team, but not much more. In a pinch, people can squeeze into it together, but they are likely going to feel like they're on top of each other.

This makes the most sense in places where real estate is at a premium (like Manhattan) or where there's no place to easily expand (like a space station). The point is not to reduce the amount of traits the headquarters can have but to make the heroes who use it feel like they're on top of each other. This leaves them with little in the way of privacy and can lead to chances for drama among the teammates.

A Cozy headquarters cannot also be Roomy.

Embedded Assistance

The headquarters has an embedded intelligence that controls the place. It has its own name and personality and is an independent intelligence. It is inclined to follow the directions or orders of any team member, but it can exercise independent judgment to subvert or even outright ignore commands it doesn't agree with.

This can be a high-tech artificial intelligence, but it might also be a magical assistant, perhaps a ghost or even a dispossessed soul from another dimension. The assistant might only manifest as a voice on a speaker, but it could also present as a video image on a screen. It might be able to show up as a hologram or even in a solid form generated by hard light, nanotech, magic or some other means.

Give the embedded assistant a name so the team has a way to address it. As a default, it can take the name of the headquarters (like Impossible City or the Midnight Mission), but it could affirm its independence from the place by having (or taking) a name of its own (like Jocasta).

Describe the embedded assistant's personality. Is it innocent or jaded? Eager to serve or begrudgingly following orders? Is it always serious, or does it have a sense of humor or even mischief? Does it speak with an accent? Does it remain silent and mysterious?

Ideally, at least one member of the team should have scientific or magical powers to be able to work with the embedded assistant and repair or restore it if and when things go wrong.

Most headquarters only have a single such assistant, but it's possible to have more. And they might not always agree.

High-Tech

The headquarters is outfitted with all the latest technology—perhaps even some that's advanced beyond the cutting edge. Such tech might have come from the future or from an advanced alien society.

High-Tech headquarters are rarely Arcane too. They cannot be Low-Tech as well.

Interdimensional

The headquarters has easy access to more than a single dimension. Perhaps it exists in several places at the same time, even in the same dimension. Maybe it has doors that open into other dimensions, allowing for easy travel among them, making the headquarters a hub for such movements.

The accessible dimensions can be other locations, pocket dimensions, other realms, alternate universes or even different times. Although this might make reaching such places much simpler for the heroes, it also means that people in those other dimensions might be able to reach the place as well.

Isolated Location

The headquarters is somehow isolated from the rest of the world. This can make it harder for the heroes to reach, but it also makes it less likely for enemies to attack.

Possibilities include:

- An island (mobile or stationary)
- A space station
- An asteroid base
- A moon base
- An underwater base
- Inside a volcano
- Deep beneath the earth
- The Savage Land
- The North Pole
- The Blue Area of the Moon
- Wisconsin

If the headquarters has this element, it should also have Transportation or Teleportation—unless, of course, the heroes have powers that can get them to and from the headquarters on their own. Even so, they might want to have a backup in case the heroes with such powers are incapacitated.

Headquarters with Isolated Location cannot also have Central Location.

Low-Tech
The headquarters is decidedly low-tech. This may mean that it's simply old—built before niceties like the internet or even electricity. Or it could be purposefully rustic, perhaps entirely off the modern utilities grid. It could be in a natural cave, a city's sewers or a forest. Or it could be in the heart of a major city but cut off from the regular power grid.

Although this can make a place decidedly less comfortable, it also makes it impervious to many kinds of tech-based attacks.

Low-Tech headquarters cannot be High-Tech as well.

Mobile
The headquarters can move from place to place with ease. Possibilities include:

- An RV
- A space station
- A floating island
- An aircraft
- A yacht

The headquarters could double as the team's transportation, but this could put it at risk of direct attack. Alternatively, it could remain in a stable location most of the time, only moving when absolutely necessary.

This often solves the issue of getting the heroes to where the action is. It's also wonderful if they prefer to patrol an area. However, it might mean they wind up putting their headquarters at risk by getting it too close to danger.

If the headquarters has this tag, the Narrator should help the players develop a profile for it as a vehicle as well.

A headquarters cannot be both Mobile and Stationary.

Outside Funding
A person or organization outside the team paid for the headquarters and is likely the patron of at least one of the heroes—perhaps all of them. Headquarters usually only have a single source of outside funding, although the individual heroes on the team may collectively have many different patrons.

There are three main kinds of outside funding for a headquarters: corporate, governmental and private.

Corporate: While the headquarters may supposedly be leased or even given to the heroes without strings, such an arrangement usually involves some kind of acknowledgment at the very least, like naming rights. The heroes might not like working out of Roxxon Tower, but hopefully, the amenities make up for it.

If the heroes run afoul of their corporate sponsor—or discover that the sponsor is involved with questionable things—this could cause a rift between them. It might even mean the heroes have to choose between doing the right thing and losing their outside funding. If the heroes can't pay for the headquarters on their own, they may not feel like they have much of a choice, but even the smallest of such concessions has a habit of making larger ones necessary later.

Governmental: As part of accepting governmental funding, the team might have some official authority—or they might be a secretly funded group brought in to provide the government with plausible deniability instead. Either way, the fact that they're allowing government officials to provide them with a headquarters means the team is beholden to them.

If the heroes follow the funding government's guidance—or that of the governmental liaison assigned to them—they should be fine, but if they defy that government's orders, they might discover that the government is able to lean on them in ways far beyond just financial.

Private: This is how many versions of the Avengers headquarters have been paid for, often by wealthy friends like Iron Man (Tony Stark), Spider-Man (Peter Parker, when he ran Parker Industries) or the Wasp (Janet Van Dyne). If the person providing outside funding is also a member of the team, the trust in that person is likely to be high. If not, the heroes might have to deal with requests from their funder that could put them in tough situations. However, it's sometimes possible to find another private source of funds quickly, while lining up new corporate or government funding is likely to take more time.

Public Location
The location of the headquarters is widely known. The team might even have their name or logo emblazoned across the front of it.

Having a public location means that people who need the team's help can always find them. It also means that villains who want to attack the heroes can find them too.

Depending on the team's success at keeping attacks at bay, they may discover that their neighbors enjoy having them around or absolutely hate them. Responsible teams should make sure to extend any safety plans to involve their neighbors as well. Otherwise, they may find themselves needing to avenge their neighbors' fates.

The Public Location tag is incompatible with the Secret Location tag.

Repurposed
The place wasn't originally designed to be the headquarters of a team of super heroes. That doesn't restrict it from having any of the other labels the team might want for it. However, the place has a history that predates the team's occupation, which means that there are likely things about it that the heroes don't know about or might have to contend with at some point.

This tag makes a fine match with Contains Secrets.

Roomy
The place is much larger than necessary. Most headquarters have enough room for everyone on the team and staff to have their own space. This one has at least twice that, giving the team plenty of room for expansion in the future.

While this can be a good thing, giving each member of the team their privacy, it can also make a place feel lonely. On top of that, a hero could be in dire trouble in such a place without anyone else being close enough to be aware of it.

A Roomy headquarters cannot also be Cozy.

Secret Location
The location of the headquarters is a tightly held secret. Few if any people outside the team and the staff know where it actually is or how to get there.

Low-Tech
The headquarters is decidedly low-tech. This may mean that it's simply old—built before niceties like the internet or even electricity. Or it could be purposefully rustic, perhaps entirely off the modern utilities grid. It could be in a natural cave, a city's sewers or a forest. Or it could be in the heart of a major city but cut off from the regular power grid.

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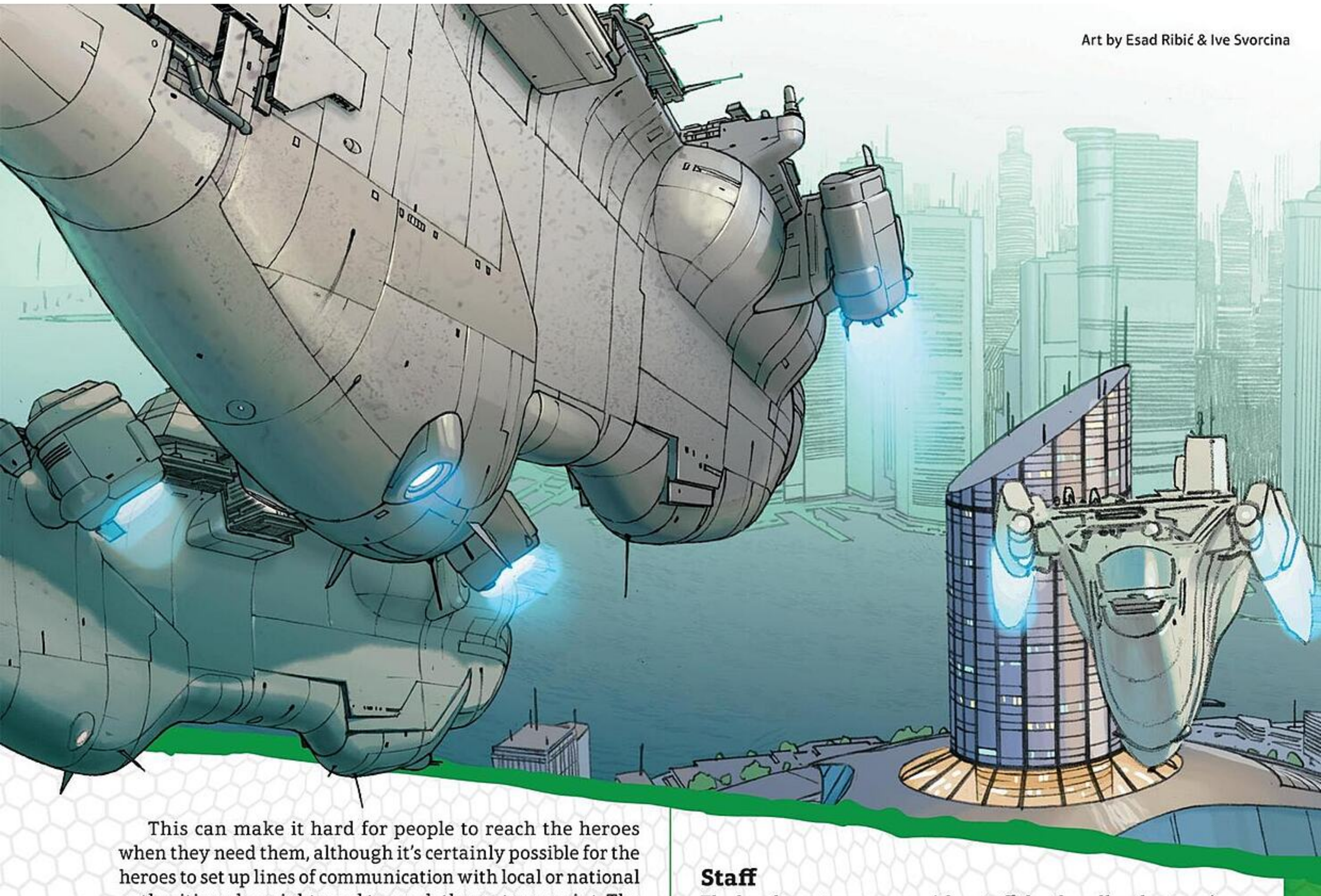


Art by Esad Ribić & Ive Svorcina

This can make it hard for people to reach the heroes when they need them, although it's certainly possible for the heroes to set up lines of communication with local or national authorities who might need to reach them at any point. The upside is that it makes it much harder for enemies to find the headquarters and attack it. People inside the headquarters can feel some degree of safety from that.

However, some headquarters rely on the secrecy of their location as their sole means of security. If someone does discover the place's location, they might not have anything else to keep them out.

The Secret Location tag is incompatible with the Public Location tag.

Shared

The headquarters shares its location with someone or something else. This could include:

- A business
- A school
- A military base
- A family
- A laboratory
- A factory
- A graveyard
- A governmental organization
- A museum
- A public park
- A dockyard
- A hospital

This means that the team does not have full control over their location. Other people have access to it and perhaps to the entirety of the headquarters as well. This can cause all sorts of headaches, but if the team needs help with something, it could also grant them access to resources they might not otherwise have.

Staff

The headquarters comes with a staff that handles the team's needs. The classic example is Edwin Jarvis, who has served as the Avengers' butler since their earliest days, but it could also include a cook, security guards, lab technicians, mechanics and even nannies (like Squirrel Girl was for Luke Cage and Jessica Jones).

Not everyone is cut out to serve as staff for a super-hero team, and it can be hard to find help—particularly help who the heroes can trust. Most of the staff of Stark Mansion left after Tony Stark turned the building over to the Avengers to function as their first headquarters. Only the doughty Jarvis remained to work with the team.

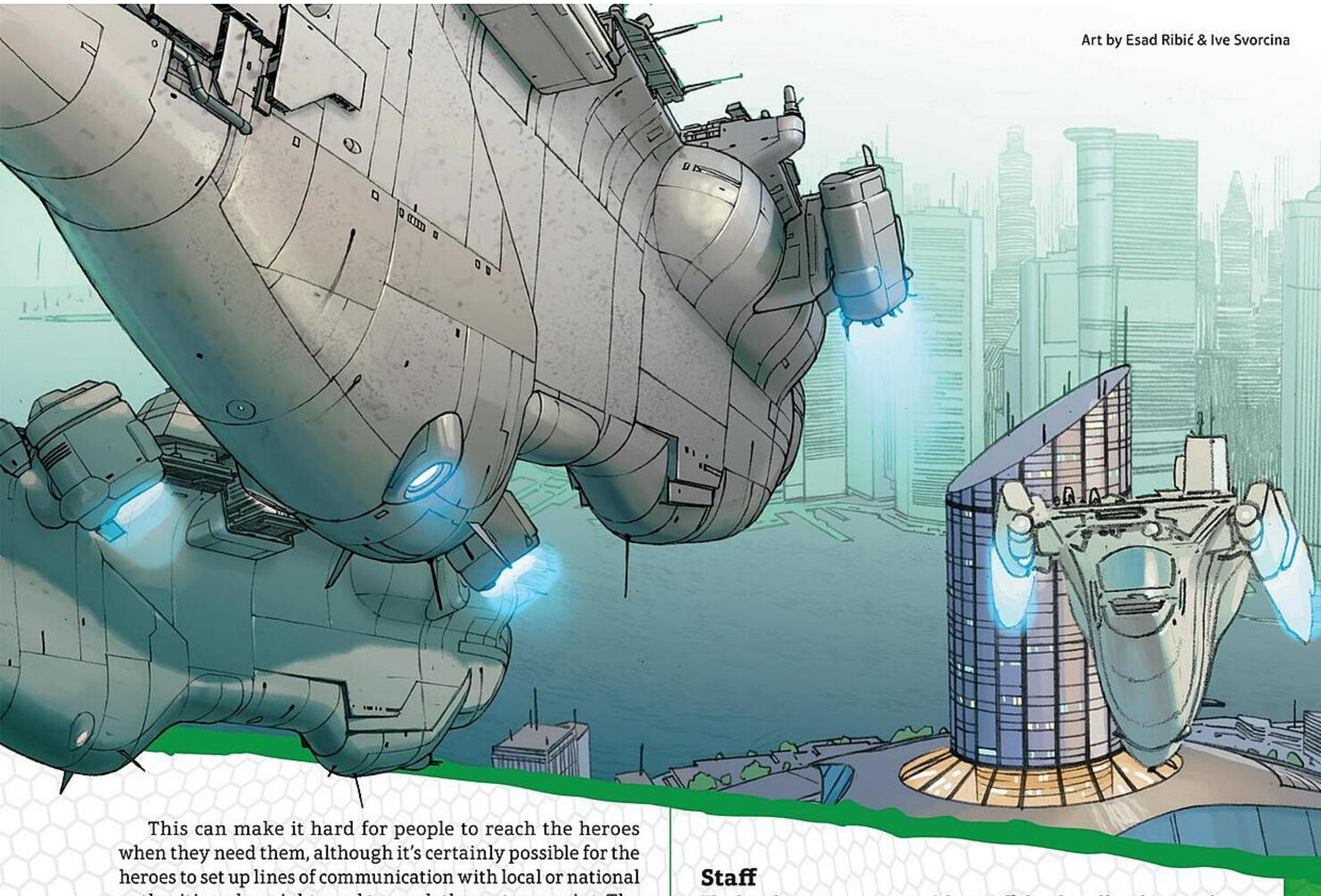
Other times, villains have either taken the place of staff members or compromised existing staff through bribes or blackmail to turn against their employers. Smart heroes do their best to take care of their staff's needs to help ensure that they cannot be used against them.

Stationary

The headquarters stays in a single place, as opposed to being mobile. This is the default standard, as most headquarters are located in a building, and even in a place as incredible as the Marvel Universe, these are generally rooted to the ground.

Such places might be movable in a pinch, either by the use of super-powers or with great effort. The original Avengers Mansion, for instance, was once relocated from the Upper East Side to Hydrobase. But for the most part, they stay where they are.

A headquarters cannot be both Stationary and Mobile.



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A headquarters cannot be both Stationary and Mobile.

Headquarters Traits

A team can select three traits per team rank to build their headquarters. The traits that a headquarters can have are described in full here.

Armory

This is a space dedicated to the storage of personal weaponry and armor. This gives the characters access to any kind of basic weaponry they might wish, as well as various forms of body armor. It also supplies ammunition for weaponry and the ability to repair damaged weapons and armor.

See the New Equipment section on page 135 for possibilities.

Downtime Activity: The character can switch among available battle suits, body armor or weaponry.

Communications Center

The headquarters comes with a secure communications system that connects the members of the team with each other in real time, as well as to anyone back in the headquarters. This usually comes in the form of earbuds that allow the teammates to speak with each other, but it could also use magic, telepathy or some other means to establish the communications network.

If the headquarters has a communications center, the team can speak with people inside the headquarters too. If the headquarters has embedded assistance, the team can speak with the headquarters directly and give it orders or make requests of it even when they are away.

Downtime Activity: The character has set it up so that they can temporarily add a person from outside their team or the headquarters into the communications system. Treat this as if the character has the Connections trait with the added person.

Dock

The headquarters has a large space dedicated to housing seacraft and launching or receiving them. This can range from a Jet Ski to a yacht. Such things can also be maintained or repaired here with relative ease. It can also include a means of getting the vehicles in and out of the space. See page 137 for rules on vehicles and some examples for use in the game.

Downtime Activity: The character can switch among available seacraft. Alternatively, they can repair any damage done to such vehicles.

Firing Range

This area is set up for the team to practice their ranged attacks, usually against distant targets or even moving dummies. It's also soundproofed so that people using firearms don't disturb people in other parts of the headquarters.

Downtime Activity: The character practices on the firing range and gains an edge on their first 1d6 Agility checks on their next mission.

Garage

The headquarters has space dedicated to the storage and shelter of land-based vehicles and equipment like cars, vans, trucks, motorcycles and so on. Such things can also be maintained or repaired here with relative ease. See page 137 for rules on vehicles and some examples for use in the game.

Downtime Activity: The character can switch among available ground vehicles. Alternatively, they can repair any damage done to such vehicles.

Hangar

The headquarters has a large space dedicated to housing aircraft and launching or receiving them. This can range from a flying jet bike to a starship. Such things can also be maintained or repaired here with relative ease. It can also include a runway, launchpad or any other means of getting the vehicles in and out of the space. See page 137 for rules on vehicles and some examples for use in the game.

Downtime Activity: The character can switch among available aircraft. Alternatively, they can repair any damage done to such vehicles.

Holding Cells

This is an area dedicated to holding prisoners, even ones with super-powers. This is not usually meant for long-term imprisonment but for keeping defeated foes safely locked away until they can be transferred to the appropriate authorities or to a dedicated prison.

Downtime Activity: If there are prisoners being held here, at least one team member must spend their downtime monitoring them. Otherwise, the prisoners can attempt to escape with a non-combat action check using one prisoner's best bonus against a TN of 20.

Kitchen

The headquarters features a fully stocked kitchen with plenty of food and appliances for preparing it. It also features plenty of snacks and ready-to-go food for characters on the move.

Downtime Activity: Due to the high-quality nourishment, the character gains an edge on their first 1d6 Resilience checks on their next mission.

Laboratory

This well-stocked research and development lab gives every member of the team the Lab Access tag. It provides a space in which the heroes can perform research, hack gadgets, analyze clues or otherwise employ science to their benefit.

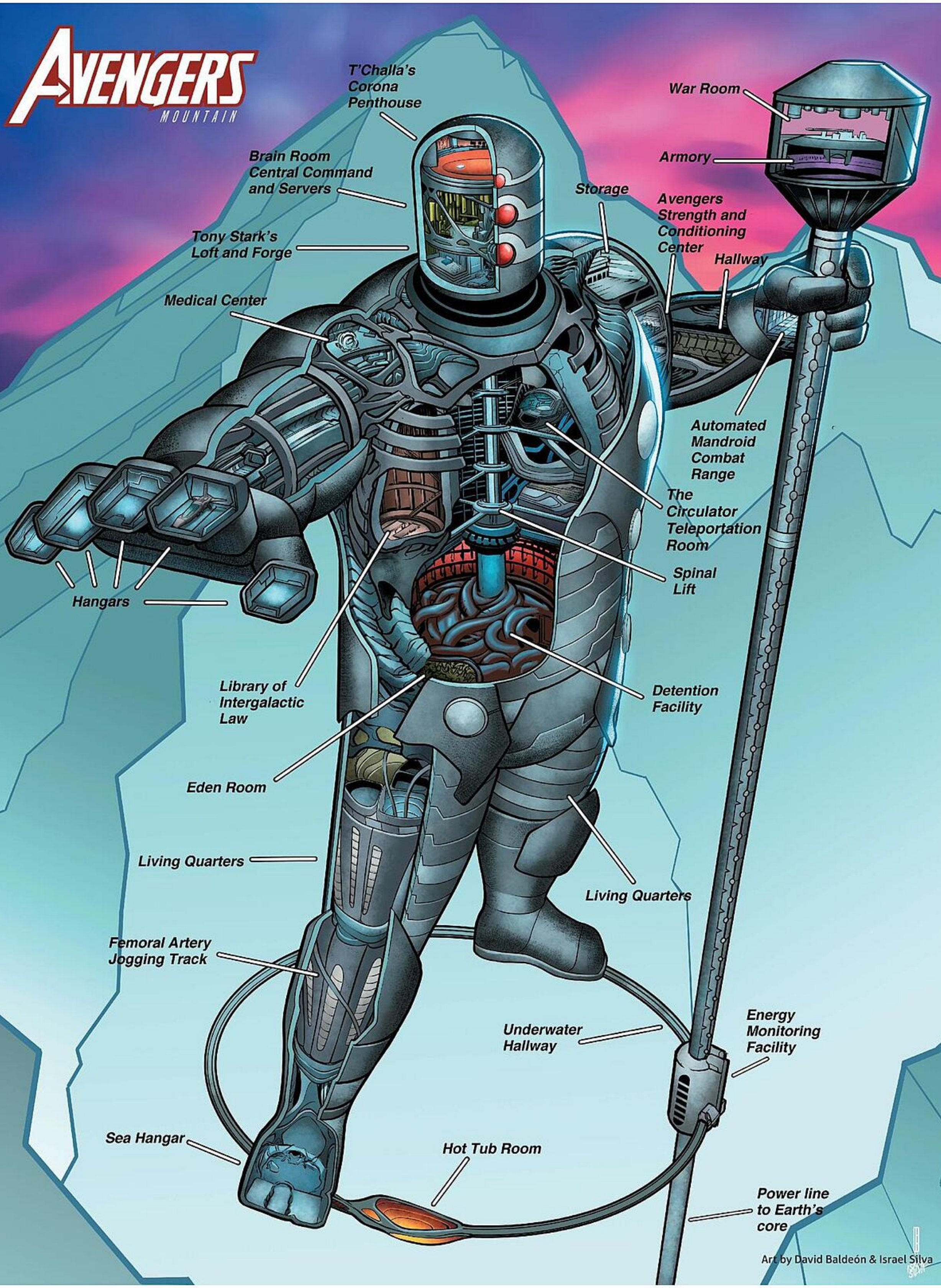
Downtime Activity: A character gets an edge when trying to hack a gadget here during downtime. (See page 145 for rules on Gadget Hacking.)

Library

This library is crammed full of necessary books and access to other research tools. This allows the character to learn the information they need to know to best deal with the problems they are likely to face.

Downtime Activity: The character does research in the library and gains an edge on their first 1d6 Logic checks on their next mission.

AVENGERS MOUNTAIN



Art by David Baldeón & Israel Silva

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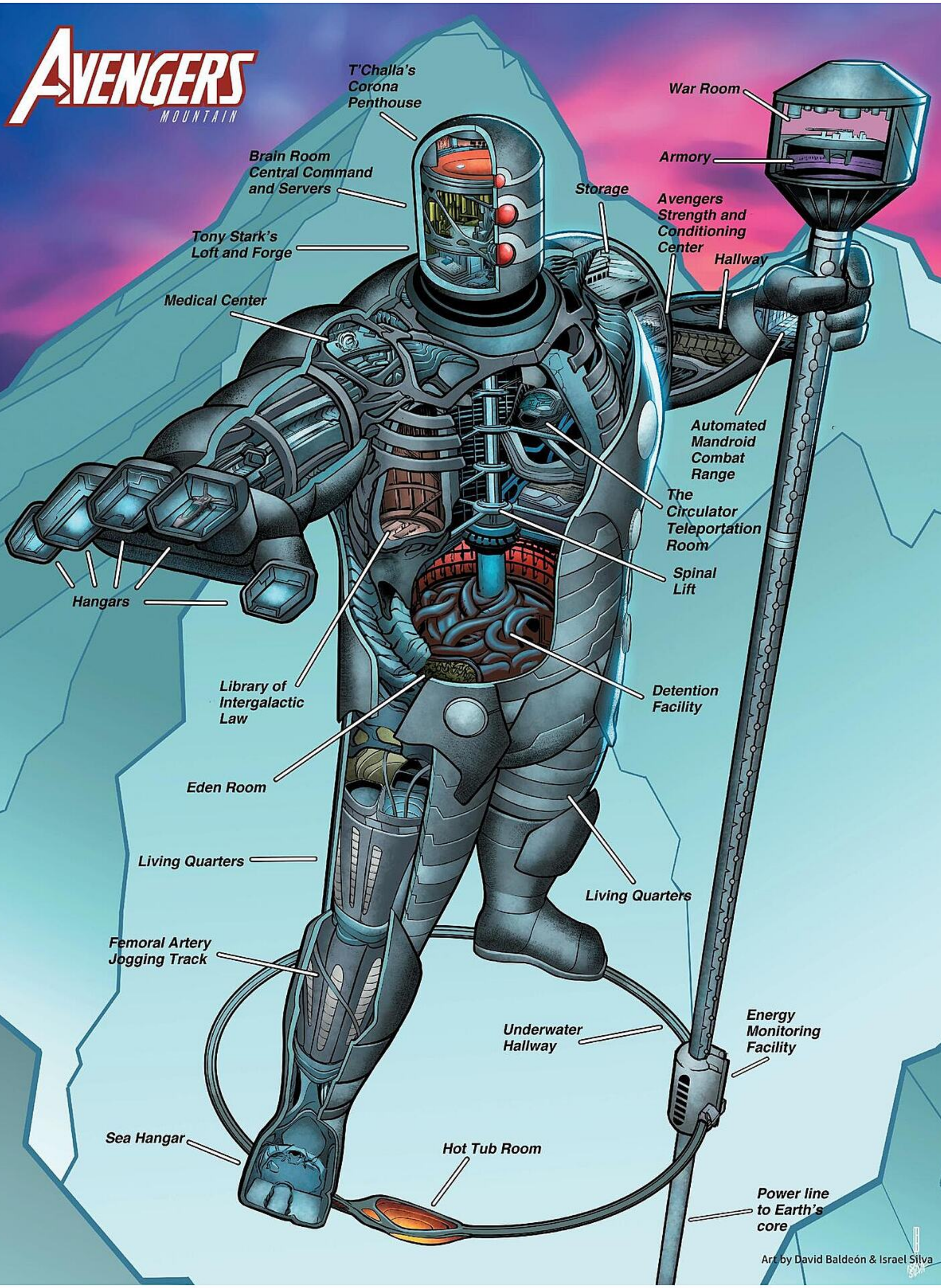


Art by David Baldeón & Israel Silva

Medical Bay
This is a space dedicated to caring for team members who have been injured. This temporarily grants the First Aid trait to anyone inside the room, as they have access to supplies they might need to administer such help.

Downtime Activity: Normally, a character who is not dead regains lost Health equal to the character's rank every hour they take it easy. If a character spends their downtime here, they can double that. Similarly, for every hour a character sleeps, they normally regain twice their rank in Health every hour. While sleeping here during their downtime, it's four times that.

Recreation Room
This is where the characters can relax, watch shows and play games. They can also just sit and catch up with friends here while they recuperate from their latest adventure.

Downtime Activity: The character relaxes in the rec room and gains an edge on their first 1d6 Ego checks on their next mission.

Security Measures (Active)
The headquarters is protected with active security measures. This can range from armed patrols wandering about the place to automated weaponry that warns off intruders—or even attacks those who ignore such warnings. It could include less lethal means of protection, like using drop-down doors or pop-up force-fields to capture intruders who have been detected.

Defeating such security measures requires a TN of 15 using whatever ability the intruder wishes to focus on. For instance, destroying an automated machine-gun turret would require a non-combat Melee vs. TN 15 action check. Convincing a guard that the intruder actually has access to the place would require a non-combat Ego vs. TN 15 action check.

The team can select this trait up to three times, raising the TN by +2 each time.

Downtime Activity: The character spends time checking up on the headquarters' active security measures, raising the TN to defeat them by +2 until the team's next downtime. Multiple characters can do this, but the maximum total TN is 25.

Security Measures (Passive)
Like most buildings, a headquarters usually comes with security basics, like locks on the doors and windows. This, however, is often not enough for a building that houses super heroes.

The headquarters is protected with some kind of passive security measures that the heroes don't have to actively monitor. This can be as simple as deploying cameras to look for trouble all around the place to having bulletproof windows and reinforced doors. It can also include advanced identification screening (via retina, thumbprint, voiceprint and so on) to make sure no one unauthorized enters.

Defeating such security measures requires a TN of 15 using whatever ability the intruder wishes to focus on. For instance, breaking down a door would require a non-combat Melee vs. TN 15 action check. Hacking into the computers behind the system to bring it down would require a non-combat Logic vs. TN 15 action check.

The team can select this trait up to three times, raising the TN by +2 each time.

Downtime Activity: The character spends time hardening the headquarters' passive security measures, raising the TN to defeat them by +2 until the team's next downtime. Multiple characters can do this, but the maximum total TN is 25.

Situation Room
This is a large conference room in which the team can meet, share information and discuss plans. It often features large displays or holographic maps so that the characters can learn about the situations they're about to enter.

Downtime Activity: The character prepares in the situation room and gains an edge on their first 1d6 Vigilance checks on their next mission.

Teleportation
The headquarters has the means to teleport people to and from the place. This can include being able to instantly move them to anywhere on the planet or having doors that open on entirely different parts of the world (or universe) than they should. This could allow the heroes to commute to the headquarters from anywhere their homes might be, or it could be used to deploy them immediately to the places where trouble is happening.

Downtime Activity: The character can request an emergency teleportal to appear that leads back to the headquarters during their next mission. This requires a standard action. Otherwise, such requests cannot be made during combat.

Therapy Office
This is a private space dedicated to caring for team members who have suffered mental damage. It comes with the services of a mental health professional, either on the premises or via virtual visits.

Downtime Activity: Normally, a character who is not shattered regains lost Focus equal to the character's rank every hour they take it easy. If a character spends their downtime here, they can double that. Similarly, for every hour a character sleeps, they normally regain twice their rank in Focus every hour. While sleeping here during their downtime, it's four times that.

Training Center
This is a space in which the heroes can train, both individually and as a team. It should be tailored to their specific needs, as well as having elements that anyone can make use of.

Heroes can use the training center to simply work out, but they can also set it up to help them train for the kinds of missions in which they specialize. If the heroes are using the "Getting Schooled" rules (see page 134), this space can serve as the place they go for their intensive training.

The Danger Room rules from the *X-Men Expansion* (pp. 141–144) can help when it comes to designing the particulars of such a space and how to use it during play.

Downtime Activity: The character can train here and check off a box on their Schooling Advancement Chart. Alternatively, the character gains an edge on their first 1d6 Melee attacks on their next mission.

Medical Bay
This is a space dedicated to caring for team members who have been injured. This temporarily grants the First Aid trait to anyone inside the room, as they have access to supplies they might need to administer such help.

Downtime Activity: Normally, a character who is not dead regains lost Health equal to the character's rank every hour they take it easy. If a character spends their downtime here, they can double that. Similarly, for every hour a character sleeps, they normally regain twice their rank in Health every hour. While sleeping here during their downtime, it's four times that.

Recreation Room
This is where the characters can relax, watch shows and play games. They can also just sit and catch up with friends here while they recuperate from their latest adventure.

Downtime Activity: The character relaxes in the rec room and gains an edge on their first 1d6 Ego checks on their next mission.

Security Measures (Active)
The headquarters is protected with active security measures. This can range from armed patrols wandering about the place to automated weaponry that warns off intruders—or even attacks those who ignore such warnings. It could include less lethal means of protection, like using drop-down doors or pop-up force-fields to capture intruders who have been detected.

Defeating such security measures requires a TN of 15 using whatever ability the intruder wishes to focus on. For instance, destroying an automated machine-gun turret would require a non-combat Melee vs. TN 15 action check. Convincing a guard that the intruder actually has access to the place would require a non-combat Ego vs. TN 15 action check.

The team can select this trait up to three times, raising the TN by +2 each time.

Downtime Activity: The character spends time checking up on the headquarters' active security measures, raising the TN to defeat them by +2 until the team's next downtime. Multiple characters can do this, but the maximum total TN is 25.

Security Measures (Passive)
Like most buildings, a headquarters usually comes with security basics, like locks on the doors and windows. This, however, is often not enough for a building that houses super heroes.

The headquarters is protected with some kind of passive security measures that the heroes don't have to actively monitor. This can be as simple as deploying cameras to look for trouble all around the place to having bulletproof windows and reinforced doors. It can also include advanced identification screening (via retina, thumbprint, voiceprint and so on) to make sure no one unauthorized enters.

Defeating such security measures requires a TN of 15 using whatever ability the intruder wishes to focus on. For instance, breaking down a door would require a non-combat Melee vs. TN 15 action check. Hacking into the computers behind the system to bring it down would require a non-combat Logic vs. TN 15 action check.

The team can select this trait up to three times, raising the TN by +2 each time.

Downtime Activity: The character spends time hardening the headquarters' passive security measures, raising the TN to defeat them by +2 until the team's next downtime. Multiple characters can do this, but the maximum total TN is 25.

Situation Room
This is a large conference room in which the team can meet, share information and discuss plans. It often features large displays or holographic maps so that the characters can learn about the situations they're about to enter.

Downtime Activity: The character prepares in the situation room and gains an edge on their first 1d6 Vigilance checks on their next mission.

Teleportation
The headquarters has the means to teleport people to and from the place. This can include being able to instantly move them to anywhere on the planet or having doors that open on entirely different parts of the world (or universe) than they should. This could allow the heroes to commute to the headquarters from anywhere their homes might be, or it could be used to deploy them immediately to the places where trouble is happening.

Downtime Activity: The character can request an emergency teleportal to appear that leads back to the headquarters during their next mission. This requires a standard action. Otherwise, such requests cannot be made during combat.

Therapy Office
This is a private space dedicated to caring for team members who have suffered mental damage. It comes with the services of a mental health professional, either on the premises or via virtual visits.

Downtime Activity: Normally, a character who is not shattered regains lost Focus equal to the character's rank every hour they take it easy. If a character spends their downtime here, they can double that. Similarly, for every hour a character sleeps, they normally regain twice their rank in Focus every hour. While sleeping here during their downtime, it's four times that.

Training Center
This is a space in which the heroes can train, both individually and as a team. It should be tailored to their specific needs, as well as having elements that anyone can make use of.

Heroes can use the training center to simply work out, but they can also set it up to help them train for the kinds of missions in which they specialize. If the heroes are using the "Getting Schooled" rules (see page 134), this space can serve as the place they go for their intensive training.

The Danger Room rules from the *X-Men Expansion* (pp. 141–144) can help when it comes to designing the particulars of such a space and how to use it during play.

Downtime Activity: The character can train here and check off a box on their Schooling Advancement Chart. Alternatively, the character gains an edge on their first 1d6 Melee attacks on their next mission.

Adding Unique Traits

Players should feel free to add unique traits of their own or to modify the existing traits in ways they like.

For example, the Scarlet Witch's current headquarters is a shop called the Emporium. It's located in the small town of Lotkill in upstate New York, and it has a teleportation portal called the Last Door. Unlike most teleportation systems, this magic door brings people into the Emporium when they need it most.

This is a fairly unique kind of portal, so it's not listed as a trait. However, a team could add this kind of door (or something similar to it) as one of their headquarters' traits.

Damaging a Headquarters

Super-hero adventures often wind up causing a lot of collateral damage. Avengers Mansion has been destroyed numerous times, and Avengers Tower has been brought down too. When the villains figure out where the heroes live—or at least work—this seems inevitable.

In recent years, the Avengers have dealt with this issue by setting up their new headquarters in isolated places. Avengers Mountain was located inside the body of a dead Celestial located at the North Pole, and it's since moved to the God Quarry, in an entirely different universe. The Impossible City orbits the Earth.

This means that most villains can't reach these places, even if they wanted to. However, the ones that have the wherewithal to get to such isolated headquarters often have the power to do serious damage to them as well.

How much damage a headquarters can take before being damaged enough to require major repairs—or before being entirely destroyed—depends on numerous factors. As a rule of thumb, though, a headquarters can sustain the damage from a full-on super-powered battle for one full round for each trait it has before becoming damaged enough to require serious repairs. It can sustain double that before it is entirely destroyed.

For example, if a headquarters has six traits, it would be able to sustain damage from a typical super-powered fight for six rounds before becoming seriously damaged. Such a fight would have to go on for twelve rounds for the place to be entirely destroyed.

A seriously damaged headquarters is rendered nearly unlivable. There are holes in the walls and the roof, and many parts of the place are unusable. However, with some quick patchwork, the heroes and any staff can remain on the premises and help make repairs.

A destroyed headquarters is utterly useless. The team might be able to rebuild in the same location, but they are essentially starting from scratch.

Again, this is only a rough rule for regular battles. If something like a nuclear weapon hits Avengers Mansion, it would be gone in an instant—assuming the Avengers couldn't somehow stop it.

Repairing a Headquarters

Fixing the damage done in a super-powered battle can take a good deal of time. This again depends on countless circumstances. In general, though, it takes a week to repair a single headquarters trait's worth of damage.

This assumes that the heroes can get people to the place that have the right resources to handle the repairs and that they have the resources to pay for them. In many cases, it can take much longer, and it's not unheard of for a team to abandon a seriously damaged place to start over somewhere else. That's especially true if the headquarters is destroyed.

A company named Damage Control—originally founded by Iron Man (Tony Stark) and Kingpin (Wilson Fisk)—specializes in such repairs. Anne Marie Hoag—the company's first director—now owns the company. Not everyone uses Damage Control, but it generally comes highly recommended.

Headquarters Profiles

Here are profiles for some of the most famous headquarters in the Marvel Multiverse. Feel free to modify them to suit your own needs.

AVENGERS ACADEMY

Art by Carola Borelli & Carlos Lopez

TEAM RANK **3**

The campus of the new Avengers Academy exists in several places at once.

TRAITS

- Kitchen
- Laboratory
- Library
- Recreation Room
- Security Measures (Passive) ×2
- Teleportation
- Training Center

TAGS

- Arcane
- Contains Secrets
- Embedded Assistance
- High-Tech
- Interdimensional
- Isolated Location
- Roomy

AVENGERS MANSION

Art by Lee Garbett, John Lucas & Antonio Fabela

TEAM RANK
6

Avengers Mansion sits across the street from the east side of Central Park in Manhattan. It served as the team's first headquarters and currently serves that purpose for the AVENG.E.R.S.

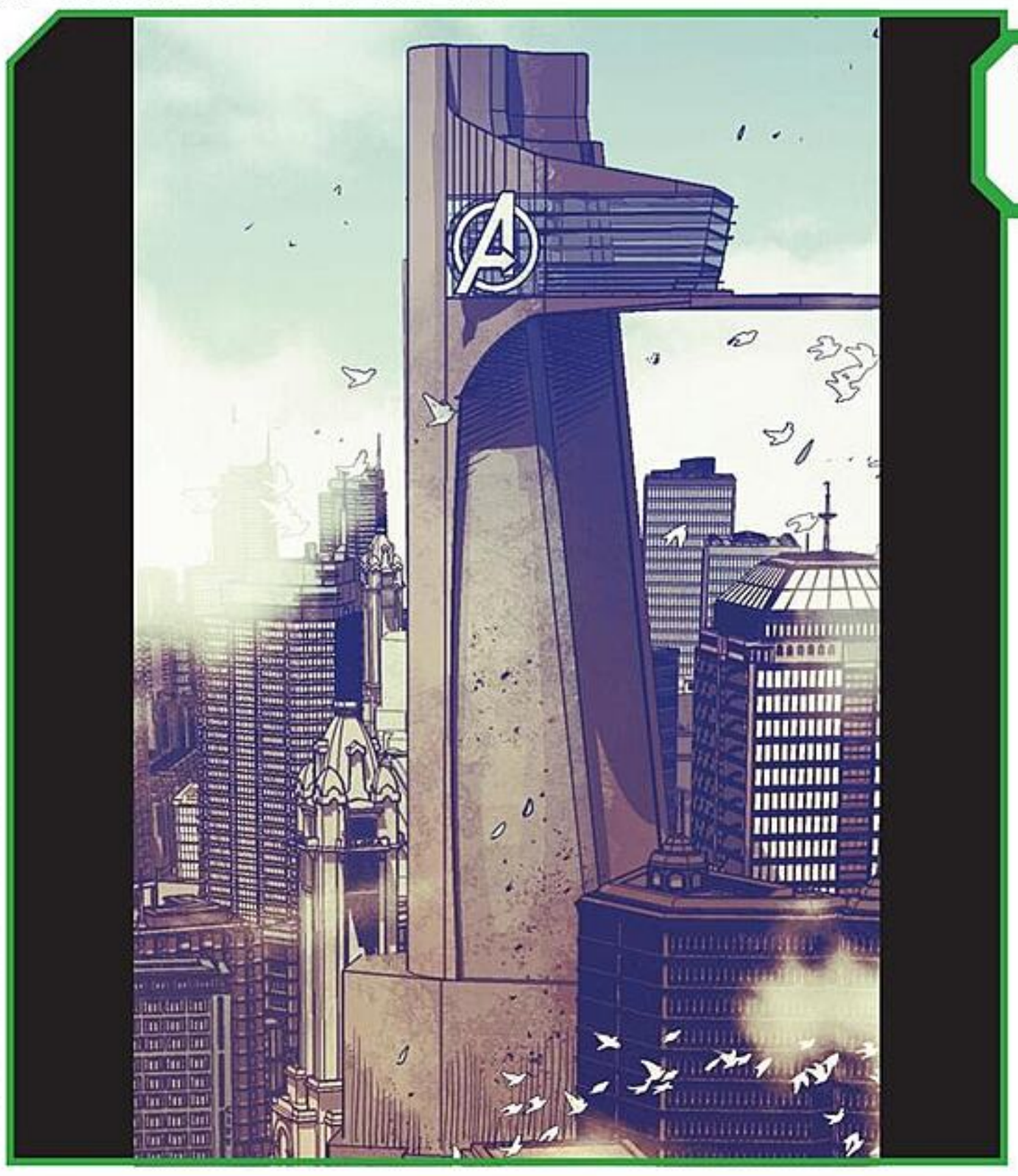
TRAITS

- Armory
- Communications Center
- Dock (in subbasement)
- Firing Range
- Garage
- Hangar (contains Quinjets and Sky-Cycles)
- Kitchen
- Laboratory
- Library
- Medical Bay
- Recreation Room
- Security Measures (Active)
- Security Measures (Passive) ×3
- Situation Room
- Training Center

TAGS

- Central Location
- Public Location
- Repurposed
- Staff (Edwin Jarvis)
- Stationary

AVENGERS TOWER



Art by Marco Checchetto & Andres Mossa

TEAM RANK
6

Avengers Tower—originally known as Stark Tower—looms over Columbus Circle in Manhattan. It occupies the top portion of the building.

TRAITS

- Armory
- Communications Center
- Firing Range
- Garage
- Hangar
- Holding Cells
- Kitchen
- Laboratory
- Library
- Medical Bay
- Recreation Room
- Security Measures (Active)
- Security Measures (Passive) ×3
- Situation Room
- Therapy Office
- Training Center

TAGS

- Central Location
- Embedded Assistance
- High-Tech
- Outside Funding (Stark Enterprises)
- Public Location
- Repurposed
- Roomy
- Shared
- Staff
- Stationary

AVENGERS MANSION

Art by Lee Garbett, John Lucas & Antonio Fabela

TEAM RANK
6

Avengers Mansion sits across the street from the east side of Central Park in Manhattan. It served as the team's first headquarters and currently serves that purpose for the AVENG.E.R.S.

TRAITS

- Armory
- Communications Center
- Dock (in subbasement)
- Firing Range
- Garage
- Hangar (contains Quinjets and Sky-Cycles)
- Kitchen
- Laboratory
- Library
- Medical Bay
- Recreation Room
- Security Measures (Active)
- Security Measures (Passive) ×3
- Situation Room
- Training Center

TAGS

- Central Location
- Public Location
- Repurposed
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- Stationary

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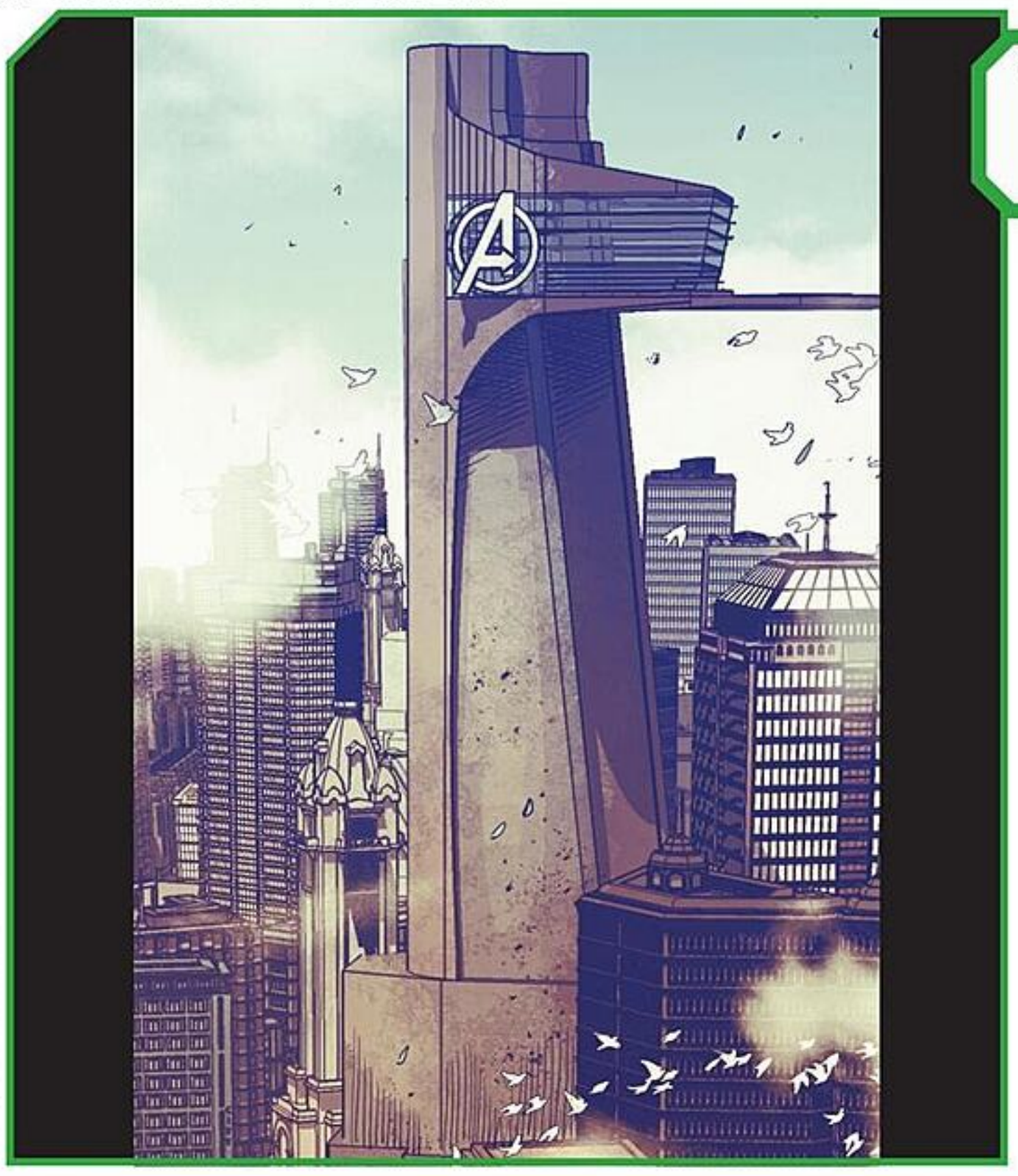

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- Holding Cells
- Kitchen
- Laboratory
- Library
- Medical Bay
- Recreation Room
- Security Measures (Active)
- Security Measures (Passive) ×3
- Situation Room
- Therapy Office
- Training Center

TAGS

- Central Location
- Embedded Assistance
- High-Tech
- Outside Funding (Stark Enterprises)
- Public Location
- Repurposed
- Roomy
- Shared
- Staff
- Stationary

CHAMPIONS MOBILE BUNKER

Art by Kevin Libranda & Marcio Menyz

TEAM RANK
3

A flying headquarters designed to allow the Champions to travel and live alongside each other while on extended missions.

TRAITS

- Communications Center
- Kitchen
- Laboratory
- Library
- Recreation Room
- Security Measures (Passive) ×3
- Situation Room

TAGS

- Cozy
- High-Tech
- Isolated Location
- Mobile

HELICARRIER

Art by Bryan Hitch, Paul Neary & Paul Mounts

TEAM RANK
6

A flying aircraft carrier originally used by S.H.I.E.L.D.

TRAITS

- Armory
- Communications Center
- Firing Range
- Hangar
- Holding Cells
- Kitchen
- Laboratory
- Library
- Medical Bay
- Recreation Room
- Security Measures (Active) ×3
- Security Measures (Passive) ×2
- Situation Room
- Therapy Office
- Training Center

TAGS

- Contains Secrets
- High-Tech
- Isolated Location
- Mobile
- Outside Funding (U.S. government)
- Roomy

WEST COAST AVENGERS COMPOUND

Art by Danny Kim & Arthur Hesli

TEAM RANK
4

The West Coast Avengers have had a number of headquarters over the years. This latest one is in a retrofitted airfield near Santa Monica, California.

TRAITS

- Armory
- Communications Center
- Garage
- Hangar
- Kitchen
- Laboratory
- Library
- Medical Bay
- Recreation Room
- Security Measures (Passive)
- Situation Room
- Training Center

TAGS

- High-Tech
- Isolated Location
- Public Location
- Repurposed
- Roomy
- Shared
- Stationary

GETTING SCHOOLED

Schools have become an important part of the Avengers experience, a way to bring young heroes up to speed with their powers and how they're expected to use them, in a hopefully safe environment. This is often a gradual advancement that represents the benefits of constant training rather than happening in leaps and bounds.

For this reason, here is a new means of advancement between ranks, which first appeared in the *X-Men Expansion*.

If a character has yet to hit their rank cap, they can use this method. While it's designed to work best with young heroes undergoing exhaustive training in a setting like Avengers Academy, the Narrator should feel free to use it with any kind of character.

Rising Through the Ranks

The space between one rank and the next is divided into tenths as shown on the Schooling Advancement Chart. Every time the character undergoes intensive training or has an adventure, they can check off one box of their controller's choice (player or Narrator) and take the bonus that goes with it.

The player can choose powers that have a prerequisite of the rank that the character is moving up to. For example, if the character is Rank 3 and advances on this chart, the player can pick powers for them that have a Rank 4 or lower prerequisite.

Also, a character can trade a power pick for an ability point or a trait, just as they normally can. Once the character has marked off all ten boxes, they rise up to the next rank and receive the remaining bonuses for ranking up that they haven't been awarded yet. This includes adding +1 to their damage multipliers and +1 to their Karma.

SCHOOLING ADVANCEMENT CHART

- ☐ Ability point
- ☐ Ability point
- ☐ Ability point
- ☐ Ability point
- ☐ Ability point
- ☐ Power
- ☐ Power
- ☐ Power
- ☐ Power
- ☐ Trait

Recalculating

Every time the character gains an ability point, the player should recalculate any other values that might depend on it. This includes:

- Ability defenses
- Health
- Focus
- Damage bonuses
- Initiative Modifier
- Speeds

Rate of Advancement

How quickly characters can rise through the ranks is up to the Narrator. In general, a character should get to check one box every time they have a major battle or encounter in an adventure in which they use their powers. This should be one in which the outcome is uncertain, usually against foes of equal or higher rank.

A character can also check off a box after undergoing training. A student in Avengers Academy could get one for completing a training exercise, for instance. However, once a character checks off a box for training, they cannot do so again until they check off another box for adventuring.

NEW EQUIPMENT

Even from the first Avengers stories, heroes have relied on equipment to enhance their powers. Here are a few examples.

A character can use such equipment on a temporary basis. However, if they plan to use the items permanently, they should be incorporated into the character's profile as inherent powers.

In game terms, the difference comes down to whether the equipment can be easily taken from the character or outright destroyed. This can happen to equipment the character uses, but it generally should not befall powers incorporated into the character's profile.

Protection

These items offer some protection from personal attacks.

Body Armor: Health Damage Reduction –2. Once damaged in combat, it becomes useless at the end of that combat.

This covers the wearer from head to toe. Unlike a battle suit, it is not powered. Because of its bulk, it reduces the wearer's Agility by –1 for one full turn after they use a movement action.

Bulletproof Vest: Health Damage Reduction –1.

This covers the wearer's core, including most of their vital organs. Once damaged in combat, it becomes useless at the end of that combat.

Riot Shield: Health Damage Reduction –2.

If the user does not have the Shield 1 (or higher) power, they can only use this to protect themselves from attacks coming from a single 90-degree angle. They can only change this angle at the start of their turn. Once damaged in combat, it becomes useless at the end of that combat.

Grenades

A grenade affects all characters within 2 spaces of where it lands and to which the grenade (not its thrower) would have a line of sight past any intervening obstacles. The user picks a target space and makes a Challenging Agility check. If it succeeds, the grenade lands in the desired space.

If the check fails, the grenade still winds up somewhere. Roll 1d6 to see how many spaces away from its intended target it lands. It's up to the Narrator which direction it goes.

Once you figure out where the grenade lands, compare the result of the check against the Agility defense of each character it could affect and then apply the effects for that kind of grenade.

Incapacitating Attacks

Some weapons do not do direct harm to a target but are meant instead to incapacitate the target in some other way, like stunning, blinding or causing them to fall asleep.

When using such a weapon, make the action check as instructed and see if the weapon would do damage to a target if it was capable of doing so. If it could not harm the target, then it cannot incapacitate the target.

Example: *Destroyer (Sharon Carter) throws a flash-bang grenade at Thanos and gets a Fantastic success. The grenade does ×4 damage to the Mad Titan, but he has Health Damage Reduction –4. This means that the grenade could not harm him, so it does not blind or stun him either.*

Additional Weapon Rules

Here's how each weapon works in the game.

Ball and Chain: This is a chain attached to a heavy metal ball. The other end is meant to be shackled to a prisoner's ankle, but those using it as a weapon are usually free, so they can not only swing it at targets but hurl it as well. It's considered Small size, so the range is 5 for regular users. Those with powers like Mighty can throw it farther.

Baton: A well-balanced club. Although meant for melee, it can also be thrown.

Battleax: A well-balanced ax built for war. Although meant for melee, it can also be thrown.

Bolt: This is a short, light spear built for throwing.

Melee Weapons

Weapon	Range (Spaces)	Type	Melee Damage Multiplier Bonus
Ball and chain	Reach +1	Blunt	+1
Baton	Reach	Blunt	+1
Battleax	Reach	Sharp	+2
Bolt	Reach	Sharp	+1
Brass knuckles	Reach	Blunt	+1
Chainsaw	Reach	Sharp	+2
Claws	Reach	Sharp	+1
Club	Reach	Blunt	+1
Glaive	Reach +1	Sharp	+2
Knife	Reach	Sharp	+1
Spear	Reach +1	Sharp	+1
Stun stick	Reach	Blunt	+1
Sword	Reach	Sharp	+2
Warhammer	Reach	Blunt	+1

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Once you figure out where the grenade lands, compare the result of the check against the Agility defense of each character it could affect and then apply the effects for that kind of grenade.

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Chainsaw	Reach	Sharp	+2
Claws	Reach	Sharp	+1
Club	Reach	Blunt	+1
Glaive	Reach +1	Sharp	+2
Knife	Reach	Sharp	+1
Spear	Reach +1	Sharp	+1
Stun stick	Reach	Blunt	+1
Sword	Reach	Sharp	+2
Warhammer	Reach	Blunt	+1

Boomerang: This thrown weapon does blunt damage and automatically returns to the user at the start of their next turn.

Bow: This weapon fires arrows. The user can choose between blunt and sharp damage by using different arrows. They must declare which type they are using when they make the attack.

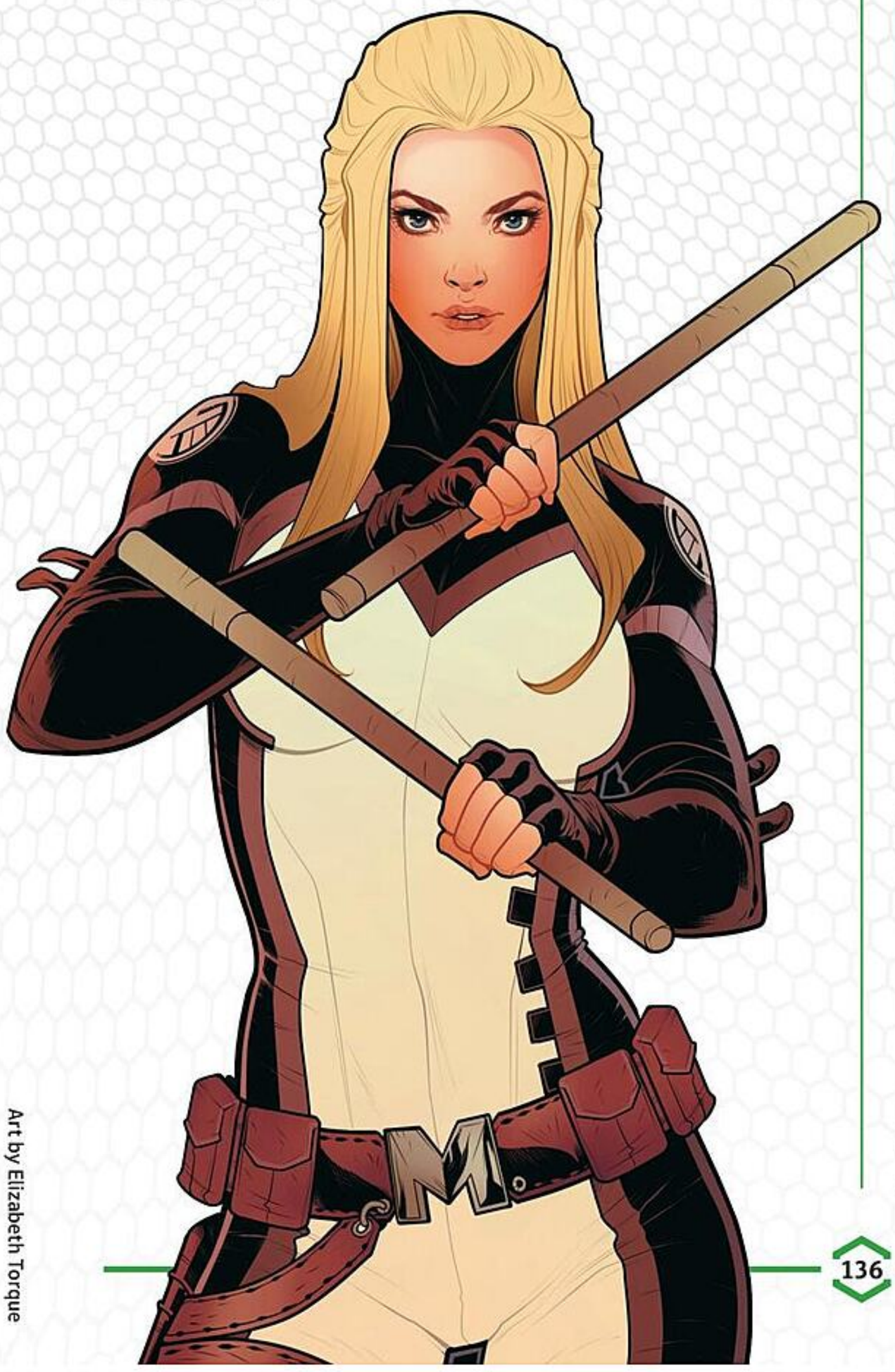
Brass Knuckles: A metal frame attached to the hand or to a handle gripped in the fist. They cannot be thrown, but they give trouble to any attempt to disarm them from their user.

Claws: A set of knives attached to the hand or to a handle gripped in the fist. They cannot be thrown, but they give trouble to any attempt to disarm them from their user.

Chainsaw: This weapon has a noisy motor. It gives the user trouble when trying to hide or sneak.

Flamethrower: This weapon can attack up to three targets in adjacent spaces to which the attacker can draw a line of sight. Make a single attack roll and compare it to the Agility defense scores of the targets. Split the damage from that roll equally. On a Fantastic success, the targets are also set ablaze.

Flash-Bang Grenade: Use the grenade rules to see where the grenade lands. Compare the attack roll against the Vigilance defense of any character within 2 spaces of it. Those who are affected are blinded and stunned for one round.



Art by Elizabeth Torque

Ranged Weapons

Weapon	Range (Spaces)	Agility Damage Multiplier Bonus
Ball and chain	5	+1
Baton	5	+1
Battleax	5	+2
Bolt	20	+1
Boomerang	10	+1
Bow	15	+1
Flamethrower	6	+1
Flash-bang grenade	10	+1
Frag grenade	10	×2
Grenade launcher	20	×2
Knife	5	+1
Night-night gun	10	+1
Pistol	10	+1
Rifle	20	+1
Shield	10	+1
Shotgun	6	+1
Smoke grenade	10	×2
Sniper rifle	40	+1
Spear	10	+1
Stun gun	10	+1
Submachine Gun	10	+1
Tear-gas grenade	10	×2
Warhammer	5	+1

Frag Grenade: Use the grenade rules to see where the grenade lands. A frag grenade uses its own damage multiplier (×2) instead of that of the attacker. On a Fantastic success, it does double that (×4) damage to the character in the space where it lands and regular (×2) damage to all other affected targets.

Glaive: A two-handed weapon with a long shaft that ends in a vicious blade. Attempts to throw it have double trouble.

Grenade Launcher: This weapon can be outfitted with any type of grenade. It has double the normal range for thrown grenades, but the grenades otherwise work the same way.

Night-Night Gun: This weapon fires tranquilizer darts. The user makes an Agility check against the target's Resilience defense. On a success, the target is stunned for one round, but the weapon does no other damage. On a Fantastic success, the target falls asleep instead.

Pistol: A standard firearm.

Rifle: Attacks with this firearm against targets 5 spaces away or fewer have trouble.

Shield: A throwable shield for use with Shield powers.

Shotgun: This firearm can attack up to two targets in adjacent spaces to which the attacker can draw a line of sight. Make a single attack roll and compare it to the Agility defense scores of both targets. Split the damage from that roll equally.

Smoke Grenade: Use the grenade rules to see where the grenade lands. This grenade throws out harmless smoke that obscures vision. Anyone inside an affected space is considered blinded while they are in such a space. The smoke lasts for six rounds.

Sniper Rifle: Attacks with this firearm against targets 10 spaces away or fewer have trouble.

Spear: A long spear that's good for melee and throwing.

Stun Gun: This pistol can shock a target. The user makes an Agility check against the target's Resilience defense. On a success, the target is stunned for one round, but the weapon does no other damage. On a Fantastic success, the target also takes Focus damage.

Stun Stick: This handheld device can shock a target. The user makes a Melee check against the target's Resilience defense. On a success, the target is stunned for one round, but the weapon does no other damage. On a Fantastic success, the target also takes Focus damage.

Submachine Gun: This firearm can attack up to three targets in adjacent spaces to which the attacker can draw a line of sight. Make a single attack roll and compare it to the Agility defense scores of the targets. Split the damage from that roll equally. Attacks with this weapon against targets 5 spaces away or fewer have trouble.

Sword: A blade built for melee. Attempts to throw it have trouble.

Tear-Gas Grenade: Use the grenade rules to see where the grenade lands. This grenade throws out an irritating smoke that stings the eyes. The smoke lasts for six rounds. Anyone inside an affected space must make a Challenging Resilience check when they start a turn in or enter such a space or be blinded. They can make another Challenging Resilience check at the start of each of their following turns to recover from the effects. They remain blinded until they succeed.

Warhammer: A well-balanced hammer built for war. Although meant for melee, it can also be thrown.

Mounted Weapons

Some weapons are large enough that they must be either fixed in place or mounted to a vehicle to function. Most of these can be automated. If so, they are considered to have ability scores of 2 for making attacks.

Automated weapons are always considered to have an initiative of 10.

When fired manually, these weapons use the attacker's abilities and are fired during the attacker's turn, using their standard action. However, they use the listed fixed damage multiplier instead of the attacker's. The attacker gets to add their ability bonus to the damage, though, as normal.

Here is a list of some common mounted weapons:

Close-In Weapon System (CIWS): This battery is fully automated and cannot be fired manually.

Laser Batteries: On a Fantastic success, the target is also blinded for one round.

Machine-Gun Turret: This weapon can be fired manually as well.

Missile System: This weapon has the Elemental Burst (Energy), Elemental Blast (Energy) and Elemental Barrage (Energy) powers, each with a range of 20. If automated, the weapons system can add 10 Focus to Elemental Blast (Energy) and can spend 15 Focus on Elemental Barrage (Energy) each time the powers are used, without limit. If fired manually, the attacker must use their own Focus instead. On a Fantastic success, the target has trouble on all actions for one round.

Triple-Mounted Cannons: This battery has trouble against targets within 50 spaces.

Twin-Mounted Guns: This battery has trouble against targets within 20 spaces.

Mounted Weapons

Weapon	Range (Spaces)	Damage Multiplier
Close-in weapon system (CIWS)	20	×3
Flamethrower	6	+1
Flash-bang grenade	10	+1
Frag grenade	10	×2
Grenade launcher	20	×2
Knife	5	+1
Laser batteries	40	×3
Machine-gun turret	20	×2
Missile system	20	×3
Night-night gun	10	+1
Pistol	10	+1
Rifle	20	+1
Shield	10	+1
Shotgun	6	+1
Smoke grenade	10	×2
Sniper rifle	40	+1
Spear	10	+1
Stun gun	10	+1
Tear-gas grenade	10	×2
Triple-mounted cannons	100	×5
Twin-mounted guns	40	×4
Warhammer	5	+1

VEHICLES

Many Avengers can get around by means of their own powers rather than having to worry about a vehicle, but there are plenty of exceptions. For this reason, the Avengers often rely on a number of different vehicles, notably their Quinjets.

Operating a Vehicle

If there's any question about whether a vehicle can manage a particular turn, maneuver or hazard, the vehicle's operator (driver/pilot) makes an Agility check to see if they can maintain control, and they must do so with their movement action on their turn. If they succeed, all goes as planned.

If they fail, the results are up to the Narrator, depending on the situation. In many cases, a failed Agility check translates to a loss of control, and the operator must spend a reaction (right after losing control) or a standard action (at any other point) to make another Agility check to regain

Smoke Grenade: Use the grenade rules to see where the grenade lands. This grenade throws out harmless smoke that obscures vision. Anyone inside an affected space is considered blinded while they are in such a space. The smoke lasts for six rounds.

Sniper Rifle: Attacks with this firearm against targets 10 spaces away or fewer have trouble.

Spear: A long spear that's good for melee and throwing.

Stun Gun: This pistol can shock a target. The user makes an Agility check against the target's Resilience defense. On a success, the target is stunned for one round, but the weapon does no other damage. On a Fantastic success, the target also takes Focus damage.

Stun Stick: This handheld device can shock a target. The user makes a Melee check against the target's Resilience defense. On a success, the target is stunned for one round, but the weapon does no other damage. On a Fantastic success, the target also takes Focus damage.

Submachine Gun: This firearm can attack up to three targets in adjacent spaces to which the attacker can draw a line of sight. Make a single attack roll and compare it to the Agility defense scores of the targets. Split the damage from that roll equally. Attacks with this weapon against targets 5 spaces away or fewer have trouble.

Sword: A blade built for melee. Attempts to throw it have trouble.

Tear-Gas Grenade: Use the grenade rules to see where the grenade lands. This grenade throws out an irritating smoke that stings the eyes. The smoke lasts for six rounds. Anyone inside an affected space must make a Challenging Resilience check when they start a turn in or enter such a space or be blinded. They can make another Challenging Resilience check at the start of each of their following turns to recover from the effects. They remain blinded until they succeed.

Warhammer: A well-balanced hammer built for war. Although meant for melee, it can also be thrown.

Mounted Weapons

Some weapons are large enough that they must be either fixed in place or mounted to a vehicle to function. Most of these can be automated. If so, they are considered to have ability scores of 2 for making attacks.

Automated weapons are always considered to have an initiative of 10.

When fired manually, these weapons use the attacker's abilities and are fired during the attacker's turn, using their standard action. However, they use the listed fixed damage multiplier instead of the attacker's. The attacker gets to add their ability bonus to the damage, though, as normal.

Here is a list of some common mounted weapons:

Close-In Weapon System (CIWS): This battery is fully automated and cannot be fired manually.

Laser Batteries: On a Fantastic success, the target is also blinded for one round.

Machine-Gun Turret: This weapon can be fired manually as well.

Missile System: This weapon has the Elemental Burst (Energy), Elemental Blast (Energy) and Elemental Barrage (Energy) powers, each with a range of 20. If automated, the weapons system can add 10 Focus to Elemental Blast (Energy) and can spend 15 Focus on Elemental Barrage (Energy) each time the powers are used, without limit. If fired manually, the attacker must use their own Focus instead. On a Fantastic success, the target has trouble on all actions for one round.

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Flash-bang grenade	10	+1
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Grenade launcher	20	×2
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Laser batteries	40	×3
Machine-gun turret	20	×2
Missile system	20	×3
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Pistol	10	+1
Rifle	20	+1
Shield	10	+1
Shotgun	6	+1
Smoke grenade	10	×2
Sniper rifle	40	+1
Spear	10	+1
Stun gun	10	+1
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VEHICLES

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control. This continues until the operator makes the check or the vehicle crashes.

Any aircraft that does not have VTOL (vertical takeoff and landing) capacity cannot engage in standard combat. VTOL craft do not require a runway for taking off or landing and are capable of hovering in place. Helicopters automatically have this—as do things like Goblin Gliders and Spider-Gliders, which can hover in place—but few traditional planes do.

Vehicular Weaponry

If the vehicle has weapons the operator can control, the operator can fire them during their turn, using their standard action and their own abilities. Some vehicles have mounted weapons that are automated or that can be controlled by others. Any characters controlling those weapons fire on their turns, using their abilities instead.

Sometimes, a vehicle's onboard weaponry is listed as having powers. A character controlling the weapon must pay any Focus costs to use such powers. In the case of most other vehicle powers, any Focus costs should be paid by the vehicle's operator. Ignore any prerequisites for these powers.

See Mounted Weapons on page 137 for more details about how such weapons work.

Vehicle Profiles

Vehicles have profiles that list their speed, Health and any powers they have.

Speeds listed for vehicles are combat speeds. Such vehicles can often go much faster in flat-out races, but being involved in combat with characters—who are often on foot—requires them to slow down.

The number listed under Passengers tells how many seats the vehicle has, including the operator's. If there is a cargo bay, others can ride there as well, although they may not have proper restraints (seat belts and the like).

Defense and Destruction

Vehicles use their pilots' Melee and Agility defense scores, as the pilot is in charge of keeping the vehicle and its occupants safe. If the vehicle is unpiloted, the target number for such attacks is 10.

When a vehicle's Health goes below half its maximum, its speed is halved. When its Health falls below 1, the vehicle stops working. Given time, parts and a decent repair shop, a broken vehicle can be repaired. If its Health is reduced to a negative value equal in magnitude to its maximum Health, it is destroyed beyond repair.

If a vehicle stops working (but is not destroyed) while it's moving, the effects can be catastrophic. The pilot must immediately make an Agility vs. TN 14 action check to maintain control. If they fail, they no longer have any control over the vehicle and may crash if there is something to crash into. If they succeed, they can continue to steer it. On a Fantastic success, the vehicle rises back up to 1 Health.

A ground or waterborne vehicle that stops working loses half its current speed every turn until it falls below a speed of 1, at which point it stops. A vehicle with brakes can stop faster if the pilot likes.

A winged aircraft (including a Goblin Glider or a Spider-Glider) can glide at half its regular Flight Speed. However, it also loses altitude equal to half its Glide Speed every turn. A helicopter can do the same thing by diving into autorotation, but it can move at only a quarter of its regular Flight Speed, and it loses the same amount of altitude every turn. If the pilot can find a safe place to land, they can do so. Otherwise, the aircraft crashes.

To determine damage to passengers if a ground vehicle crashes, the Narrator rolls d616 and uses the vehicle's current speed divided by 3 (rounded up) as the damage multiplier. A worn safety harness (like a seat belt) cuts this in half. Either way, the maximum damage multiplier is ×20.

Example: *Captain America (Steve Rogers) is riding a motorcycle at speed 12 when it crashes. The damage multiplier is (12÷3=)×4. Motorcycles don't have safety harnesses, so he doesn't get any help from one.*

Seaborne vehicles don't often have something to crash into, but the same principles apply. They also apply to aircraft that crash, as they line up with the falling rules. Characters that can fly—or otherwise move to safety—can save themselves and others by leaving the aircraft before it crashes.

If the vehicle is destroyed, the damage of the final attack that destroyed it applies to all of its occupants. Each character gets to apply any damage reduction or other protection normally. After that, the vehicle crashes, as above. The pilot cannot make an action check to maintain control, as there's nothing left to control.

Basic Vehicles

Here is a short list of basic vehicles for use in the game. Feel free to modify them to suit your own needs. Speeds are listed for the vehicle's most common movement mode. These are combat speeds and don't represent flat-out racing speeds.

Basic Vehicles

Vehicle	Speed	Health	Size	Powers
Boat	12	80	Huge	Speed Swim, Sturdy 1
Car	20	100	Big	Speed Run 1, Sturdy 1
Helicopter	16	100	Huge	Flight 2
Jet Ski	14	40	Big	Speed Swim
Motorcycle	24	40	Average	Speed Run 1
Plane	36	100	Gigantic	Flight 2

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Jet Ski	14	40	Big	Speed Swim
Motorcycle	24	40	Average	Speed Run 1
Plane	36	100	Gigantic	Flight 2

ARAGORN

Art by Frank Cho & Jason Keith

HEALTH **40**

DAMAGE REDUCTION **—**

Flight Speed: 12
Ground Speed: 10
Size: Big
Passengers: 1

PROFILE

Although the steed of the Black Knight (Dane Whitman) is a living creature, he's treated as a vehicle when carrying a rider. Whitman has sometimes entrusted Valkyries with Aragorn's care. Unfortunately, Aragorn died along with many of the Valkyries in the War of the Realms.

POWERS

- Flight 1
- Speed Run 1

NOTES

- Has VTOL capability

WEAPONS

- None

CAPTAIN AMERICA'S MOTORCYCLE

Art by Chris Samnee & Matthew Wilson

HEALTH **40**

DAMAGE REDUCTION **—**

Ground Speed: 24
Size: Average
Passengers: 1

PROFILE

As Captain America, Steve Rogers has used a number of motorcycles over the years, even since his days in World War II. Most often, they are customized Harley-Davidsons.

POWERS

- Speed Run 1

NOTES

- When riding a motorcycle, Captain America usually wears his shield on his back, offering him constant protection from that direction.
- Another passenger can ride with Cap or in an attached sidecar.

WEAPONS

- None

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Art by Frank Cho & Jason Keith

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Ground Speed: 10
Size: Big
Passengers: 1

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POWERS

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- Speed Run 1

NOTES

- Has VTOL capability

WEAPONS

- None

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NOTES

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- Another passenger can ride with Cap or in an attached sidecar.

WEAPONS

- None

HELICARRIER

Art by John Cassaday & Laura Martin

HEALTH **1,000**

DAMAGE REDUCTION **-4/-4**

Flight Speed: 20
Swim Speed: 10
Size: Gargantuan
Passengers: 1,800+

POWERS

- Elemental Protection (Force) 4 (40 points to shatter)
- Environmental Protection
- Flight 2
- Speed Swim
- Sturdy 4
- Uncanny 4

WEAPONS

- Close-in weapon system (CIWS)
- Missile system
- Triple-mounted cannons
- Twin-mounted guns

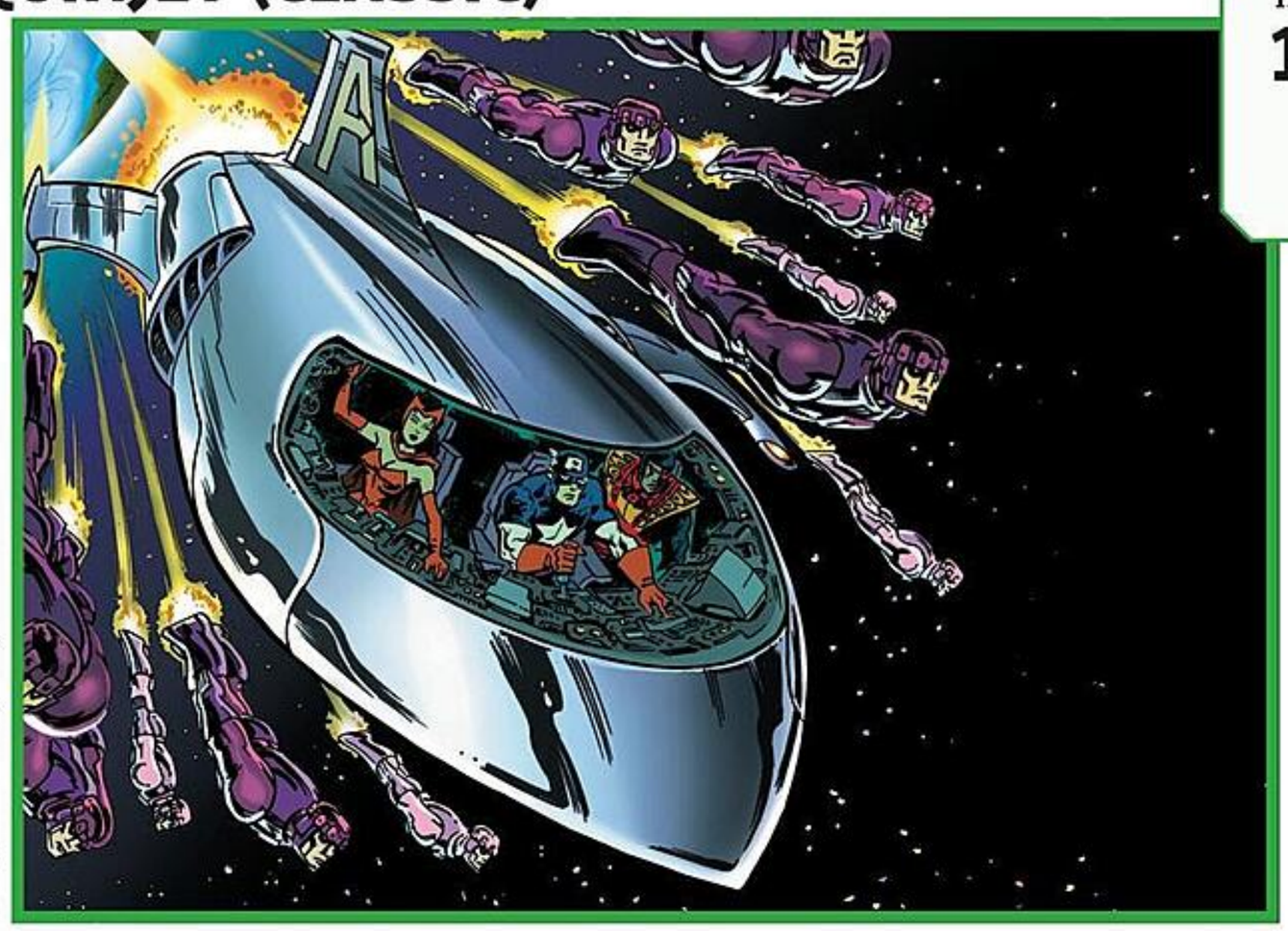
NOTES

- Has VTOL capability but is safely able to land only on water.
- The weaponry, crew and additional aircraft can vary greatly.
- Weapons can target dozens of incoming targets at a time.
- Also carries ICBMs with nuclear warheads (use and effect up to the Narrator).

PROFILE

A Helicarrier is a flying aircraft carrier capable of operating both in air and at sea, usually operated by S.H.I.E.L.D. or some other powerful federal or international organization. More than a dozen have been built (and rebuilt) over the years, at great expense. In addition to its own weaponry, a Helicarrier often carries dozens of fighter jets, helicopters and other aircraft.

QUINJET (CLASSIC)



Art by Kieron Dwyer & John Estes

HEALTH **180**

DAMAGE REDUCTION **—**

Flight Speed: 36
Size: Huge
Passengers: 5

POWERS

- Environmental Protection
- Flight 2

WEAPONS

- None

NOTES

- Has VTOL capability
- Cabin is pressurized and space-worthy

PROFILE

Black Panther (T'Challa) and the Wakandan Design Group built the first Quinjets to get the Avengers where they need to be as fast as possible. The design has been upgraded several times over the years. This is one of the classic models.

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Art by John Cassaday & Laura Martin

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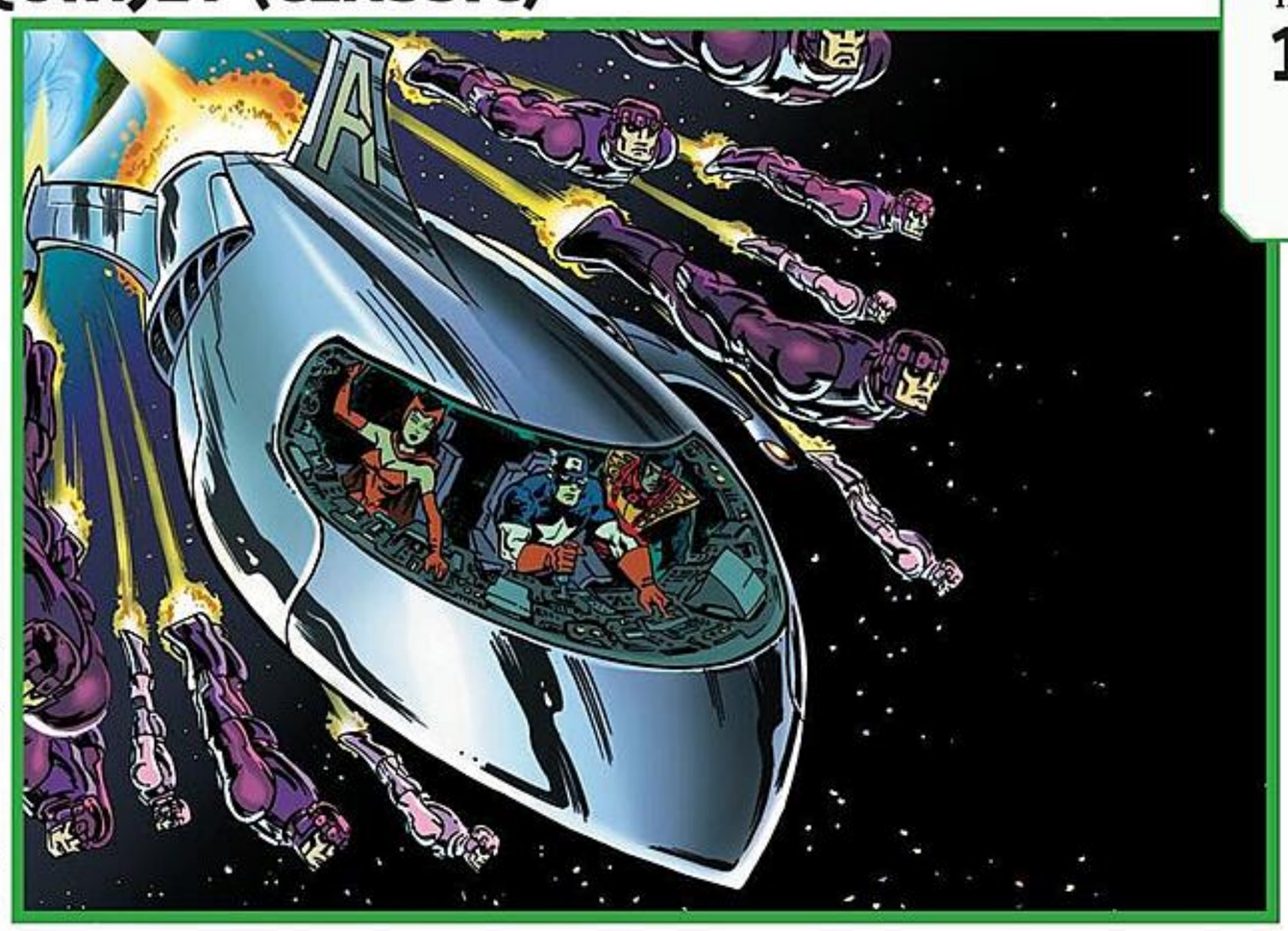

Art by Kieron Dwyer & John Estes

HEALTH **180**

DAMAGE REDUCTION **—**

Flight Speed: 36
Size: Huge
Passengers: 5

POWERS

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- Flight 2

WEAPONS

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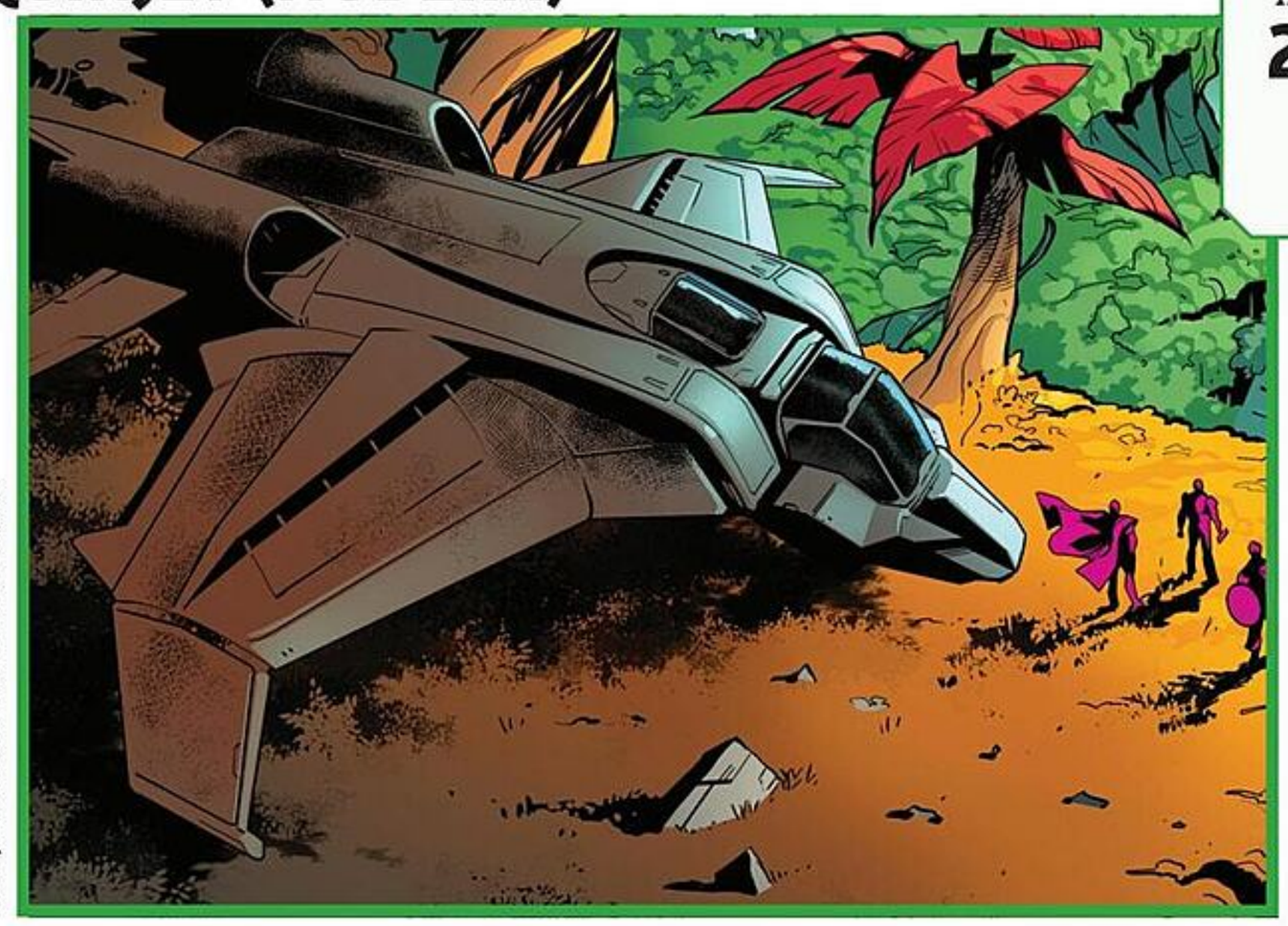
QUINJET (MODERN)



Art by Valerio Schiti & Marte Gracia

HEALTH **200**

DAMAGE REDUCTION **—**

Flight Speed: 36
Size: Gigantic
Passengers: 6

PROFILE

The Quinjet has been updated many times over the years, with help from the Wakandan Design Group, Stark International and even Parker Industries. As the team has grown, the Avengers needed a much larger ship, and this model delivers.

POWERS

- Elemental Protection (Force) 2
- Environmental Protection
- Flight 2
- Invisibility
- Silence Self

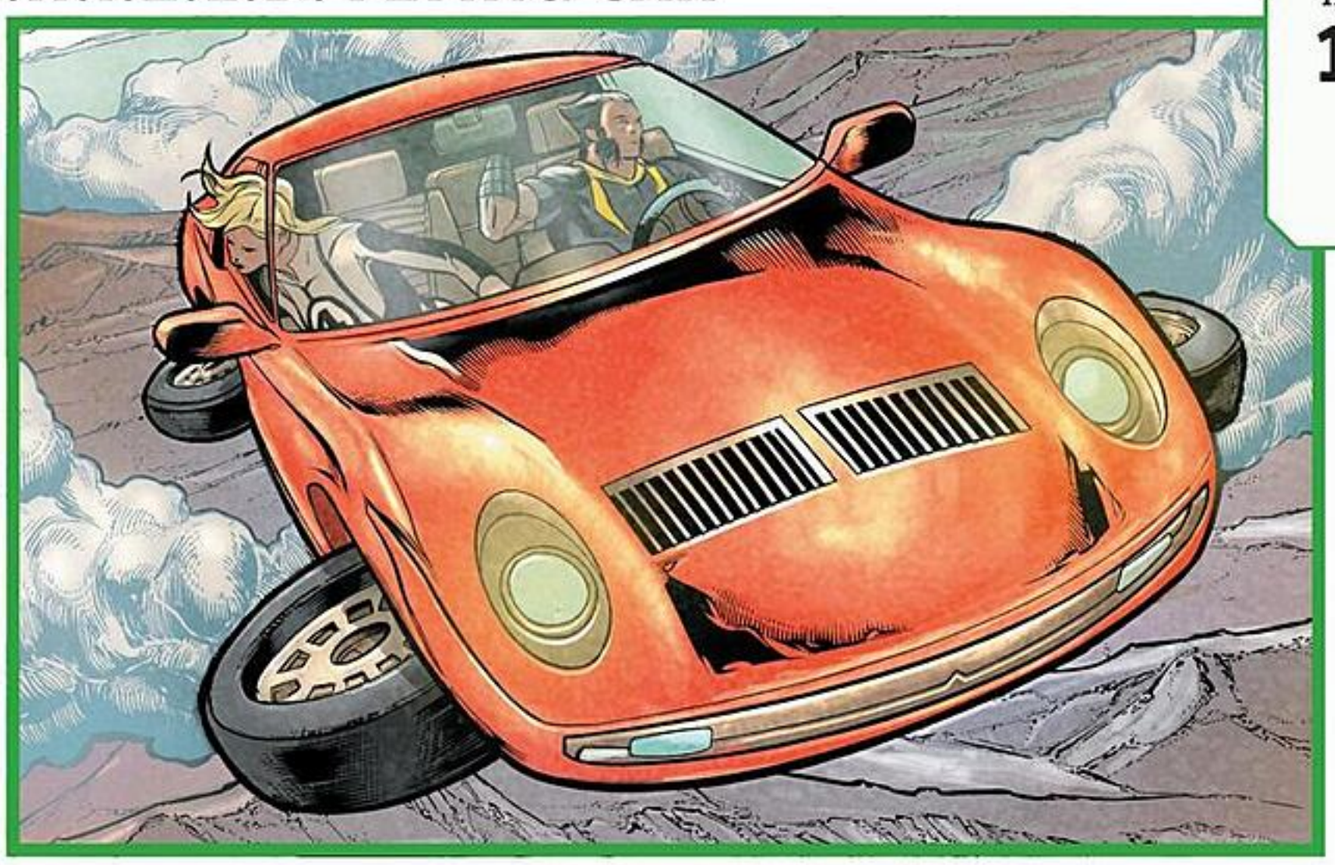
WEAPONS

- None

NOTES

- Has jump seats for an additional 12 passengers in the cargo bay.
- Has VTOL capability.
- Cabin and cargo bay are pressurized and space-worthy.

S.H.I.E.L.D. FLYING CAR



Art by Carlos Pacheco, Roger Martinez & José Villarrubia

HEALTH **100**

DAMAGE REDUCTION **-2**

Flight Speed: 20
Ground Speed: 20
Size: Big
Passengers: 2–4

PROFILE

Over the years, S.H.I.E.L.D. has made a fleet of flying cars available to its top agents. These are usually sharp-looking sports cars that can turn their wheels horizontally and then take to the sky.

POWERS

- Disguise
- Elemental Burst (Energy)
- Flight 1
- Invisibility
- Silence Self
- Speed Run 1
- Sturdy 2

NOTES

- Has VTOL capability

WEAPONS

- Front-mounted machine-gun turret
- Missile system
- Rear-mounted machine-gun turret

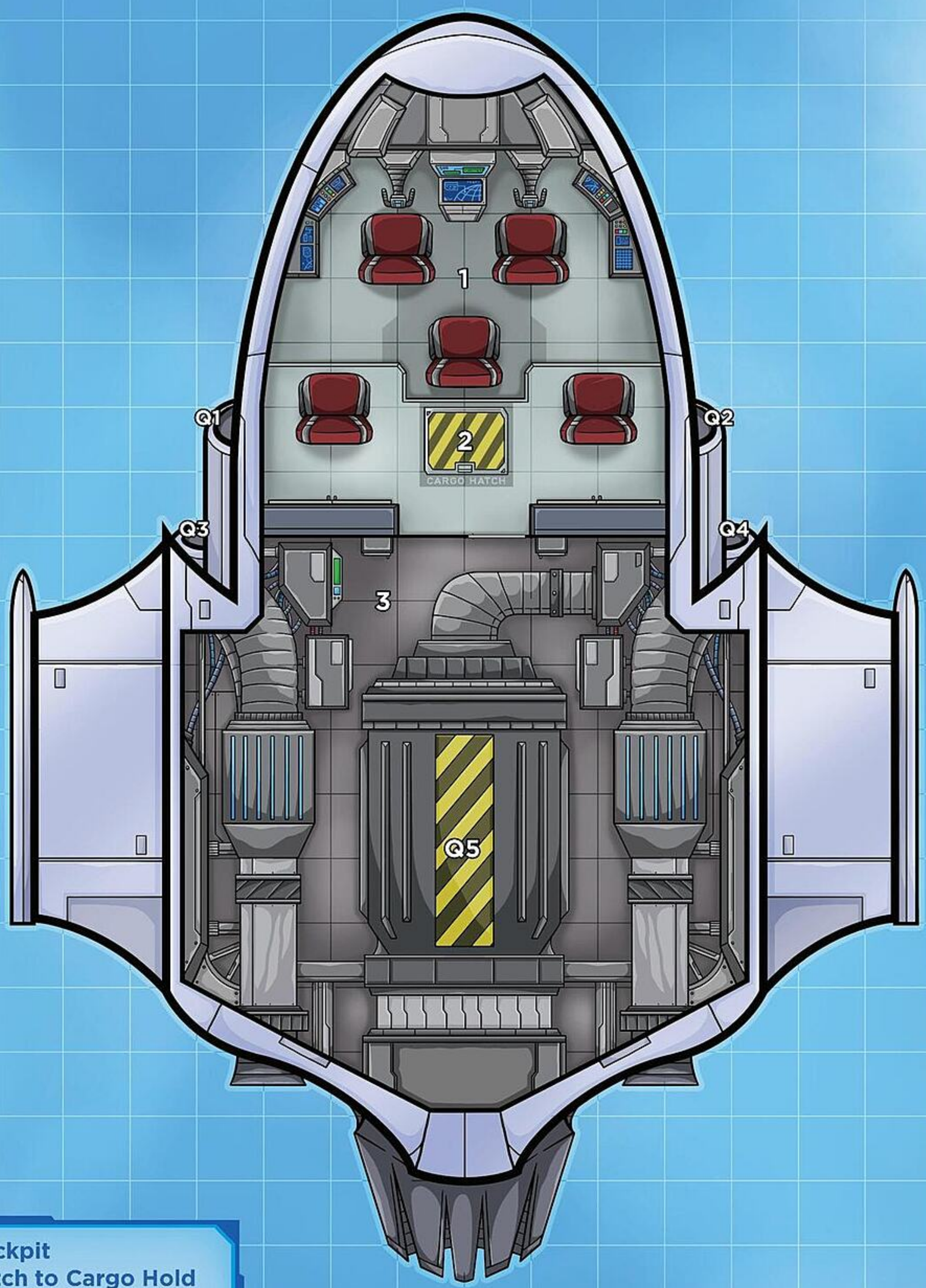
AVENGERS ARCHIVES

[RESTRICTED ACCESS]

/////NOT FOR PUBLICATION/////

QUINJET [CLASSIC]

////DESIGNATION: VEHICLE [AERIAL]////



1. Cockpit
2. Hatch to Cargo Hold
3. Engine Room

Q1. Engine 1
Q2. Engine 2
Q3. Engine 3
Q4. Engine 4
Q5. Engine 5

One Square Equals 5 ft.

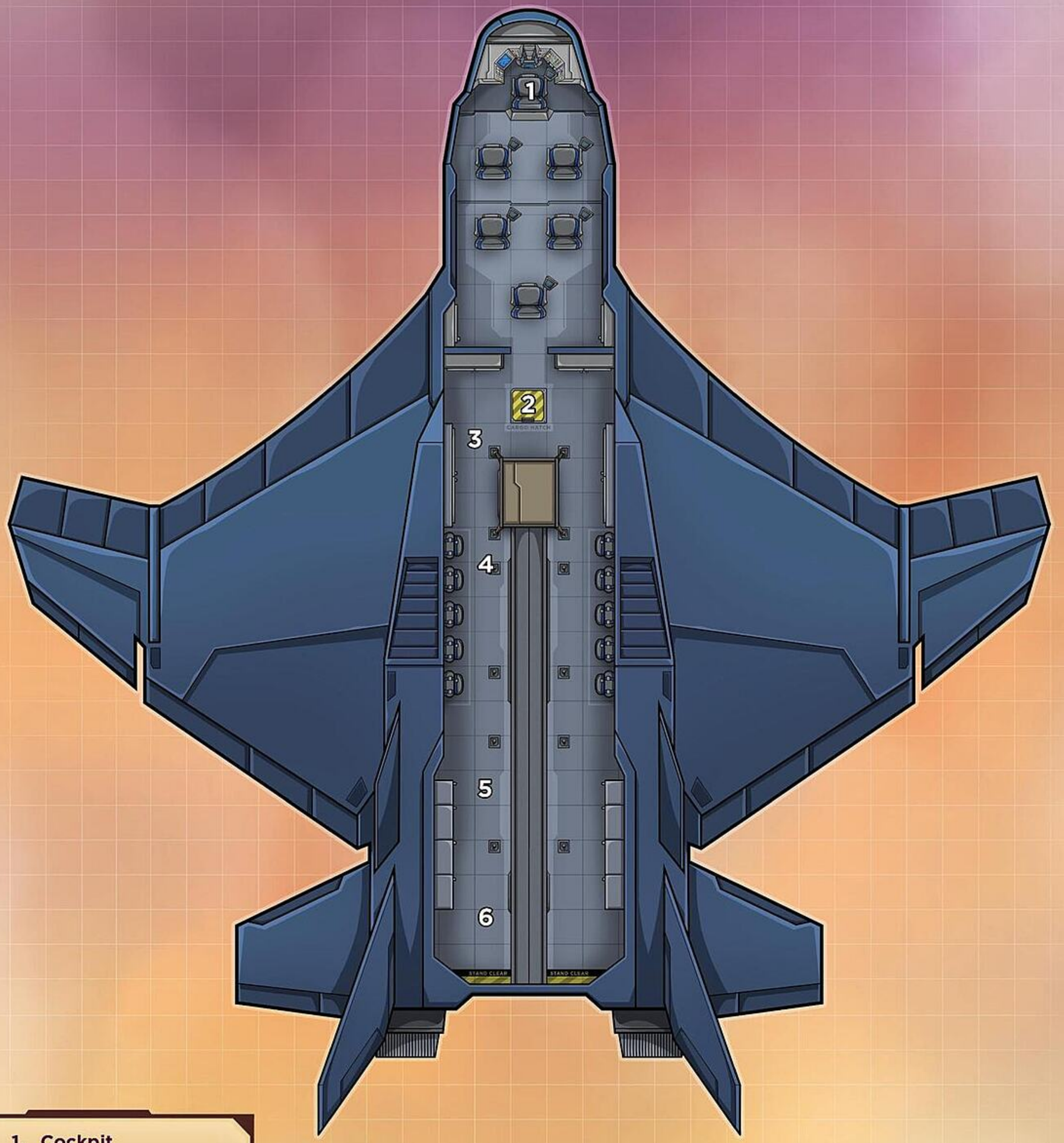
AVENGERS ARCHIVES

[RESTRICTED ACCESS]

/////NOT FOR PUBLICATION/////

QUINJET [MODERN]

////DESIGNATION: VEHICLE [AERIAL]////



1. Cockpit
2. Cargo Hatch
3. Cargo Area
4. Jump Seats
5. Drop Staging
6. Ramp Access

One Square Equals 5 ft.

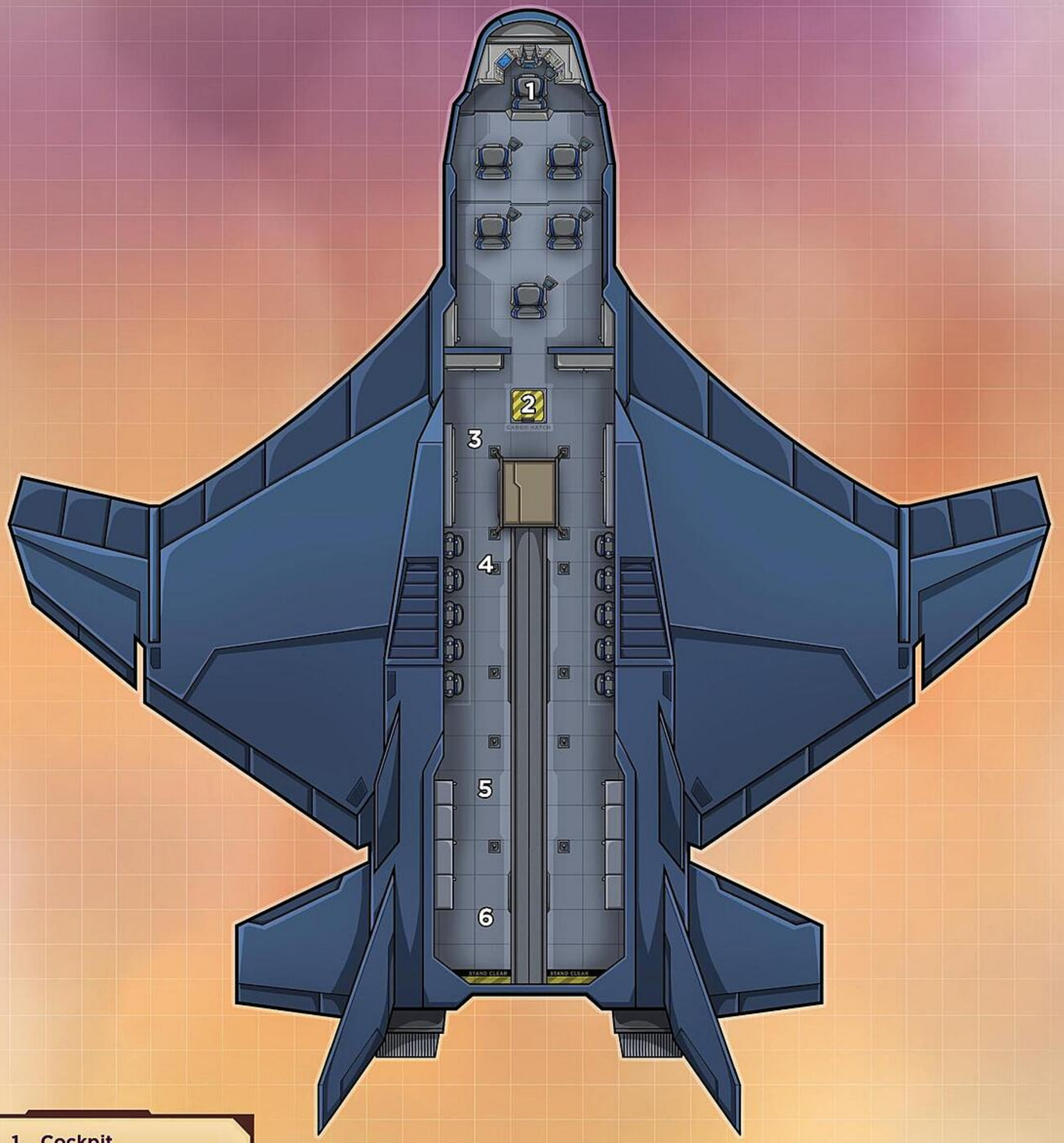
AVENGERS ARCHIVES

[RESTRICTED ACCESS]

/////NOT FOR PUBLICATION/////

QUINJET [MODERN]

////DESIGNATION: VEHICLE [AERIAL]////



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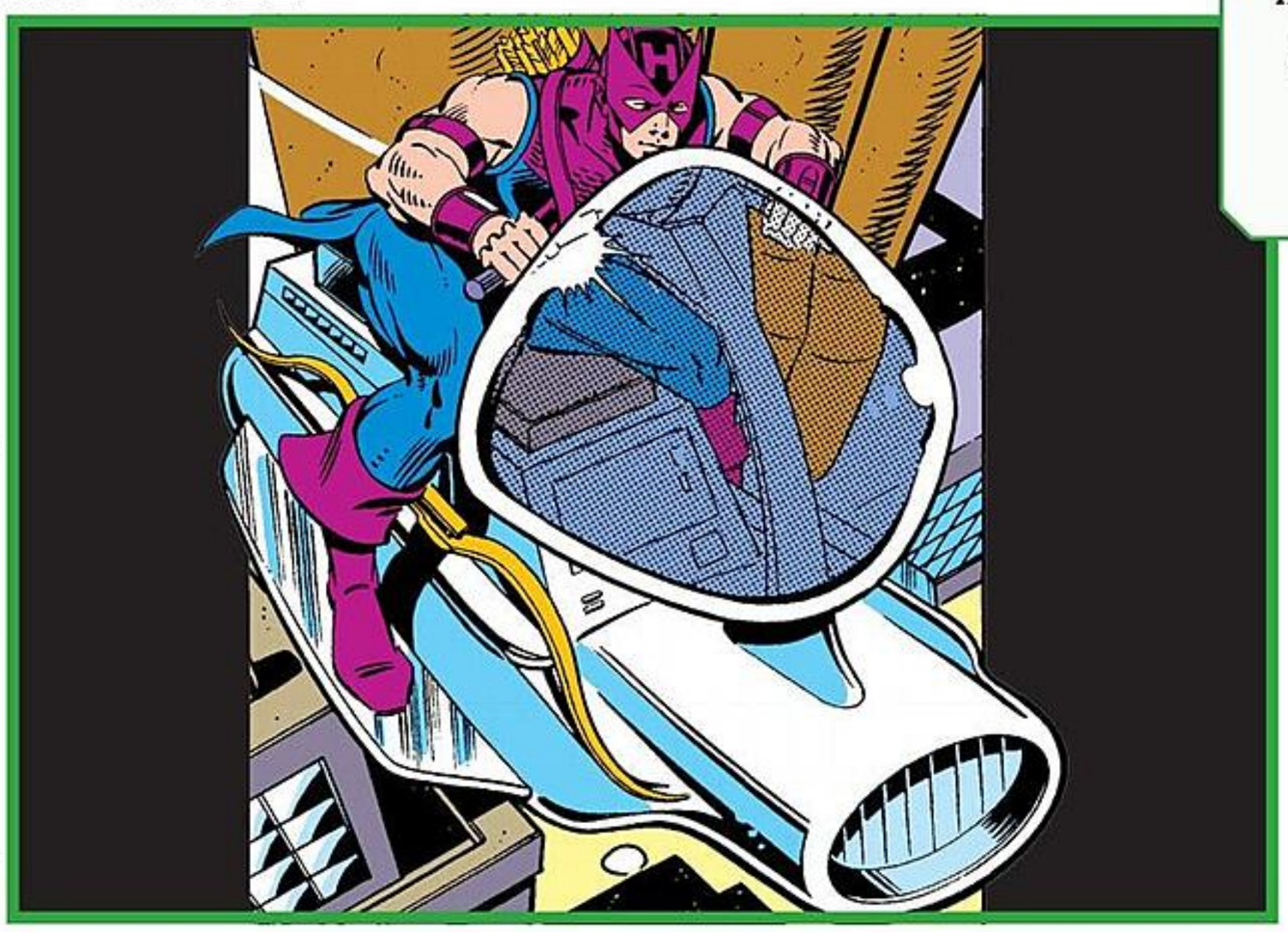
SKY-CYCLE



Art by Mark Gruenwald, Brett Breeding & Bob Sharen

HEALTH **50**

DAMAGE REDUCTION **—**

Flight Speed: 20
Size: Average
Passengers: 2

PROFILE

A small aircraft that the pilot rides like a motorcycle. Although Hawkeye (Clint Barton) was the first to use them, other Avengers have flown them when needed. The Avengers often keep several on hand for such situations.

POWERS

- Flight 1

WEAPONS

- None

NOTES

- Has VTOL capability

THOR'S CHARIOT

Art by Andrea Di Vito & Laura Villari

HEALTH **120**

DAMAGE REDUCTION **-4**

Flight Speed: 24
Ground Speed: 24
Size: Big
Passengers: 2–4

PROFILE

Thor Odinson sometimes employs a golden chariot drawn by his two Asgardian goats, Toothgnasher and Toothgrinder. Although these brothers are living creatures, when they are yoked to the chariot, they and the chariot are treated as a vehicle.

POWERS

- Dimensional Travel Together
- Environmental Protection
- Flight 2
- Speed Run 2
- Sturdy 4

WEAPONS

- None

NOTES

- Has VTOL capability

GADGET HACKING

A number of Avengers stories feature instances in which a villain defeats them and then one of them creates a gadget that helps them take the villain down. This usually happens because they find a weakness in the villain's powers, strategy or means of attack and either exploit it or hack together a one-off gadget to leverage that weakness against the villain.

(These rules originally appeared in the *Spider-Verse Expansion* but are repeated here for your convenience.)

Hacking a Gadget

To hack together a gadget, a character only requires inspiration. They need to encounter a foe and observe the foe in action, using whatever powers they have.

During a later break in the action, the character can then hack together a gadget that can counter some aspect of the foe's powers. To manage this, the character must have access to materials that can be used for such a gadget and the time to attempt to hack the gadget together.

To create a gadget that can neutralize a single power, the character makes a Logic vs. TN 13 action check. If they want to include additional powers to neutralize, they can do so, but each additional power to be affected raises the TN by +1.

If the character has the Lab Access trait, they have an edge on the check. If a character has built a specific gadget before, they have another edge on the check.

If the character fails the check, they can try again after getting a night's sleep. If they succeed, the one-use gadget they create can temporarily neutralize the foe's chosen powers. If the character gets a Fantastic success on the check, they get an edge anytime they want to hack together the same gadget.

Example: *Hawkeye (Clint Barton) is fighting Ultron and taking a beating. After Hawkeye manages to escape, he decides he wants to hack a trick arrow that can gum up Ultron's Flight 2 power. That way, Hawkeye can keep the android grounded while he flies circles around him on his Sky-Cycle. That's two powers, so the target number is 14.*

Hawkeye makes his Logic check and gets a (2 ***3*** *2 = 7 + his Logic of 1 =) 8. Not nearly enough. Because he's working in a lab at the Avengers headquarters, he gets an edge, and he gets another edge for using his quiver (see page 112). He rerolls the Marvel die and one of the 2s. This time, he gets (5* ***M*** *2 = 13 + his Logic of 1 =) 14.*

That's exactly enough, and because it's a Fantastic success, Hawkeye gets another edge if he ever wants to make the same gadget again.

Using a Gadget

To use a gadget on a foe, the character has to make a successful Melee or Agility attack against the foe. If the character misses with an Agility attack, the gadget sails past the foe and is destroyed.

For this reason, characters often use Melee attacks to activate gadgets instead, as a miss with such an attack leaves the gadget in the character's hands.

If a gadget is successfully deployed, it instantly neutralizes the powers it was created to affect. The target can no longer use such powers, and any affected powers they have active immediately stop working. This effect only lasts for the remainder of this combat, after which the gadget stops functioning, and the power returns to working normally.

Destroying a Gadget

By their nature, gadgets are fragile. They are usually built so that the foe to be affected by a gadget cannot destroy it. However, an ally could attack the gadget for them.

Attacking a gadget someone is carrying gives the attacker trouble.

A gadget has 10 points of Health. When its Health reaches 0, it stops functioning.

Keeping Gadgets

Only characters with the Rich tag can keep and use permanent gadgets beyond the conclusion of an adventure. Otherwise, the gadget becomes useless at the end of that adventure—although the character can try to re-create it if it's ever needed again.

This is why Tony Stark can build such amazing things and fill warehouses with them. Someone who is not Rich can manage the same thing by lining up a Patron. (See New Tags on p. 158 for more about this.) A patron is someone who supplies the wealth that the character lacks. The trick is that the character has to keep the Patron happy in order to maintain access to their gadgets. It's the difference between having your own money and playing with someone else's.

Note that if the character tries to use the same gadget against the same target at a later date, the target is likely to have developed a means of shielding itself against that particular gadget. This means that the gadget does not work against them. However, the character can build a new gadget to overcome that—after a fresh encounter with the protected foe.

ASSEMBLING THE TEAM

As players often know, the hardest part of getting a team of heroes together can be getting their players to commit to taking part in the game on a regular basis. That's especially true if the players are all adults with busy lives and other responsibilities. This can cause a lot of frustration for gaming groups and may even cause them to break up.

When you're working with a team like the Avengers, though, there are other options.

Rotate the Cast

Just as not every Avenger takes part in every Avengers story, not every player in your group has to be available every time the rest of the group wants to play. It's okay if the person who plays Thor or Iron Man or whoever can't make it this week or even this month. Go ahead and play without them, and welcome them back into the fold when they can manage it.

This happens in the comics all the time. A character has too much going on, so they drop off their team for a while. The rest of the team soldiers on without them.

It's up to the Narrator to adjust their plans for the smaller number of players. This is often as simple as reducing the number of foes the heroes might face, but even teams of villains can have a hard time getting everyone together at once.

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and would like to give it a try without making a larger commitment. Perhaps they just happen to be free when the group is going to play and can fill in for someone else.

However it happens, the guest star should usually play their own hero rather than taking over someone else's character. If the original player is all right with handing over their hero to someone else for a session, that's fine, but it can make things awkward. After all, when the original player returns, they can't know everything that happened in the game they missed, so it can feel like the hero has odd gaps in their memory.

It's much simpler to have the guest star play a different hero. That way, they can have a hero all their own. This also makes it simpler if they later want to join the group on a more regular basis.

Offer Recaps

Regardless of how you handle missing players, it's a good idea to offer recaps for players that have missed a session or more. Many comics have a space on their inside cover that describes what's happened up to that point, bringing readers up to speed so they can better understand and enjoy the story they're about to read. Television shows often do the same thing with "Previously on…"

The Narrator can offer a similar thing for new or returning players, catching them up on what's happened so that they have a good feel for the story already in progress. This is also a good way for the Narrator to focus on a few salient points from the past that are likely to come up again in the near future.

This sort of thing can even be helpful for players who haven't missed any sessions. A lot of things can happen in the course of an ongoing game, and it can be hard for players to remember the pertinent bits from the past when they become important once again.

Schedule Special Events

Marvel comics often feature big crossover events that bring most if not all the heroes together to deal with them. A Narrator can do the same with their games.

It might not be possible for everyone who wants to play in an ongoing game to join regularly, but with enough notice and planning, there's a good chance that most of them can attend an epic event. This requires a bit more work on the Narrator's part in two ways.

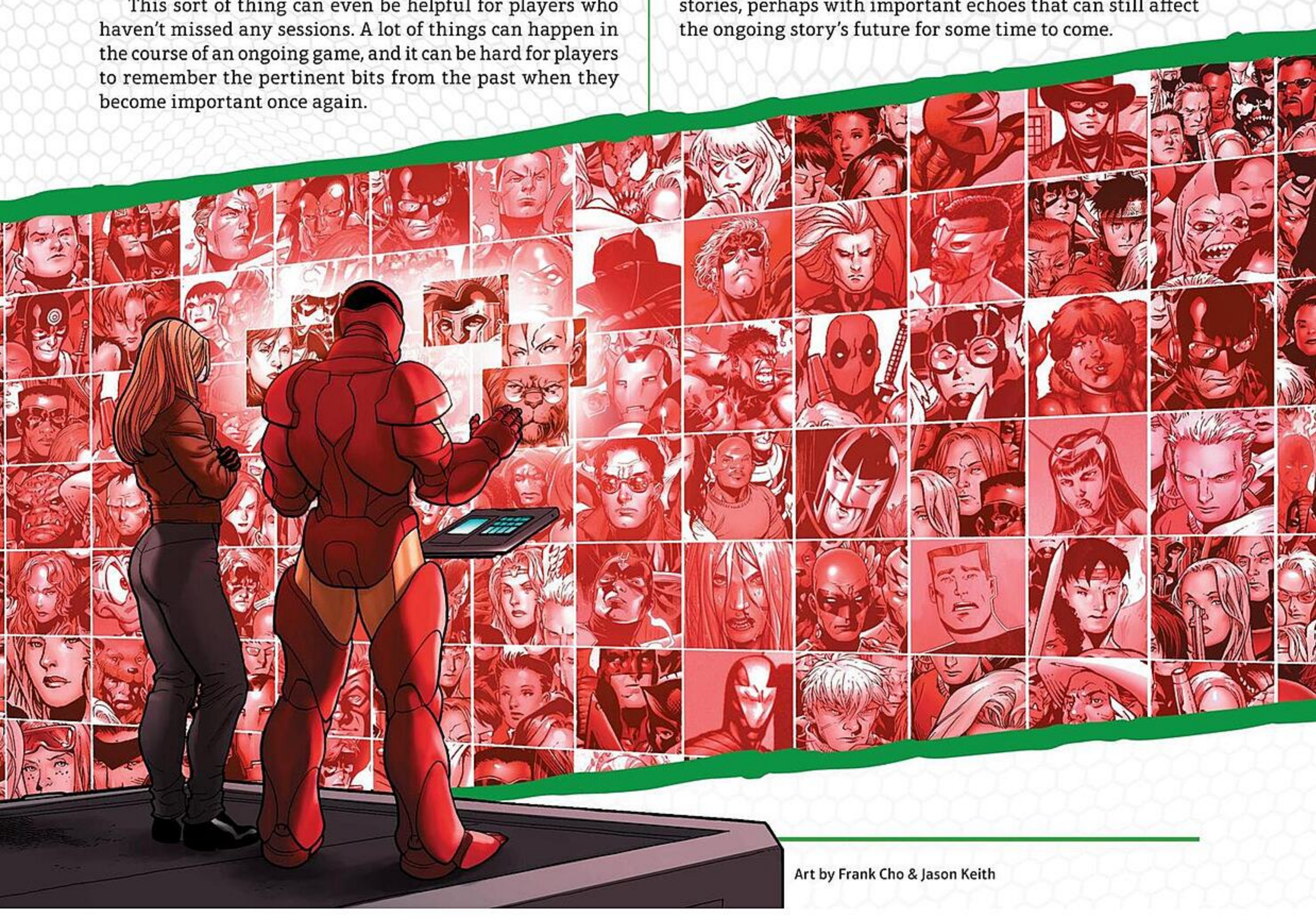
First, the Narrator has to find a time that everyone—or as many of the players as can manage—can get together for a solid play session. Second, they have to plan an epic story that demands so many players and so much attention.

It can be hard to time an ongoing game properly so that it reaches a crescendo right when everyone is available to play. If the Narrator manages it, fantastic!

However, if things in the ongoing game move along too quickly, the Narrator can fill the space between the lead-up to the event and the event itself with smaller sessions, maybe even flashbacks or side missions. These can focus on elements that are bound to become important in the big event but perhaps haven't had enough time to unfold yet.

The flip side of this, of course, is if the ongoing game hasn't quite reached the point it needs to be at for the event to happen. It's okay to skip ahead if necessary. Imagine that the unplayed sessions happened, and the Narrator can offer a recap of these events just like normal.

If the players have time after the event, they can go back and fill in such gaps. Alternatively, they can remain untold stories, perhaps with important echoes that can still affect the ongoing story's future for some time to come.



Art by Frank Cho & Jason Keith

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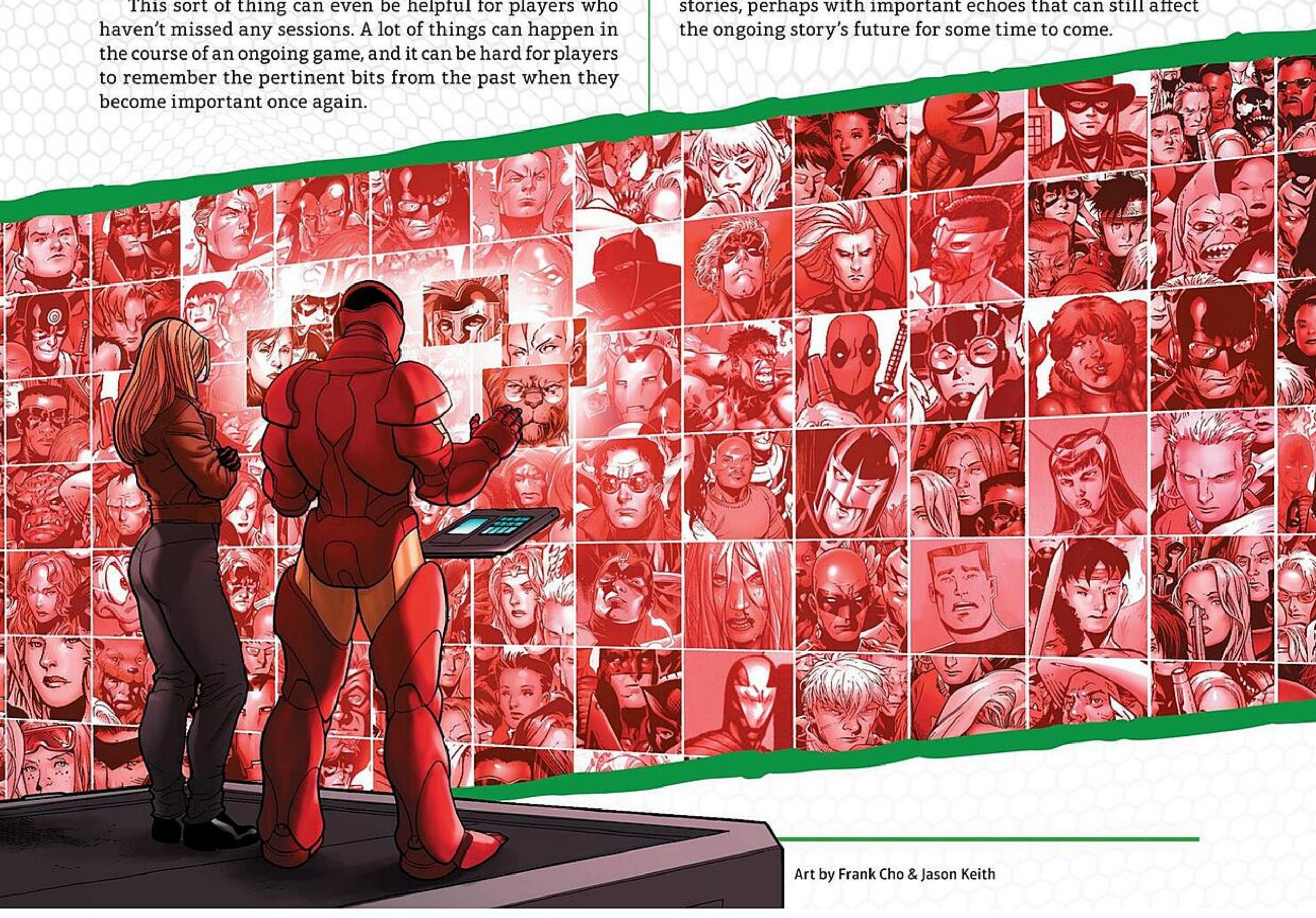

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TEAMS OF MIXED RANK

Avengers teams are often made up of characters of mixed ranks, which can present a challenge for Narrators when planning stories for their players. The *Core Rulebook* has solid advice for this situation on pages 288–289. Here are some additional ways to make it work.

Building Encounters

When creating an adventure, the Narrator should—if possible—keep in mind which characters are going to be in the adventure. If they happen to be of wildly disparate ranks, the Narrator should add elements to each encounter that call directly to those characters.

There are a number of ways to do this.

First, an encounter can feature foes that are matched directly to the heroes' ranks. If there are three heroes of Rank 3, two of Rank 4 and one of Rank 6, the foes can match those exactly. The trick is to make sure that the Rank 6 hero doesn't try to mop up the lower-rank foes first, making the lower-rank heroes feel useless, so if possible, the Narrator should separate the battles by rank a bit so that the heroes all have the chance to face off against their opposite numbers.

Second, the Narrator can pit the foes against the higher-rank heroes and give the lower-rank heroes something else to handle. Examples include:

- Freeing prisoners or hostages.
- Clearing out civilians.
- Acting as bait to lure high-rank villains away from densely populated areas or into a trap—or both.
- Defusing bombs.
- Putting out fires.
- Stopping gas leaks.
- Gaining control of the vehicle they're in.
- Defeating, capturing or even just distracting henchmen.

Alternatively, the Narrator can flip this around and present the heroes with a disaster that only the higher-rank heroes can either prevent or save people from. That leaves the lower-rank heroes to deal with the foes and do whatever they can to stop them—or at least to make sure they don't get away before the higher-rank heroes can help defeat them.

The Narrator should vary these ideas up from one encounter to the next. That helps keep the game fresh and fun for everyone.

One Rank

The simplest option is to have all the players agree to have heroes on the team be of the same rank. That eliminates any issues with having one hero be substantially more powerful than the others and potentially hogging the glory that comes with triumphing over villains. It also saves the Narrator a lot of juggling to make sure that the heroes each have rank-appropriate challenges throughout the game.

Rank Bands

When assembling a team, the Narrator can suggest a band of ranks that fits best with the sorts of stories the game is going to explore. Usually, the band should include two neighboring ranks to ensure that the heroes aren't too far apart in their abilities. This lessens the impact of such differences without eliminating them entirely.

For instance, many Avengers are Rank 4 or 5, so a rank band that encompasses those ranks could work well. However, it wouldn't allow characters like Hawkeye (Clint Barton) or the Black Widow (Natasha Romanoff)—or at least not their profiles in the *Core Rulebook*, which are Rank 2 and Rank 3, respectively.

However, the players could build higher-rank versions of those characters. There is a Rank 4 Black Widow in this book, for example, and there are two Rank 3 Hawkeyes as well, one from Earth-616 and another from Earth-1610. Although the Hawkeyes aren't powerful enough to reach the suggested rank band, a player could build a Rank 4 version that would be.

Spotlighting Heroes

As the *Core Rulebook* mentions, a great way to work with a team of mixed ranks is to design stories that are tailored specifically to the members of that team. This requires a bit more work on the part of the Narrator, but it can go a long way toward making each of the players feel like their heroes are solid contributors to the team.

It's not necessary to do this with every encounter, especially if the players are comfortable with it. It's all right to let the higher-rank heroes blast through the henchmen, as long as the lower-rank heroes can chip in somehow. That can be in the form of inspiration or in giving those heroes' players the chance to do more role-playing than the ones who are rolling all the dice.

The Narrator can also split the team up and group heroes of similar ranks together for separate encounters. This gives each group the chance to shine without worrying about overshadowing or being eclipsed by the other.

Breakout Sessions

To take that idea even further, if players feel like their heroes aren't getting enough challenges or attention, the Narrator might be able to set up entirely separate sessions for groups of heroes of similar rank. The lower-rank heroes can deal with threats in Hell's Kitchen on their own while the higher-rank heroes are off dealing with threats in Asgard—or even just on vacation for a bit.

Running breakout sessions can wind up being a lot more work for the Narrator. Ideally, they can coordinate it so that the players of heroes of similar rank are able to play at the same time as each other. In this way, they can solve some of the potential problems of assembling the team at the same time.

Powering Up

Another way to even things out is for the Narrator to arrange for the lower-rank heroes to temporarily rank up for the most momentous parts of a story. The simplest way to do this is to give them iconic items (or battle suits) that grant them enough powers to make their rank equivalent to that of the higher-rank heroes.

Rather than owning those iconic items, the lower-rank heroes are likely just borrowing them. That way, when the big battle is over, they can relinquish the iconic items and go back to their regular rank. However, if the players prefer—and if it fits with the Narrator's plans too—there's no reason that those heroes can't be allowed to own those iconic items, permanently raising their ranks.

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Dampening Down

Although it might not be as immediately satisfying to players who like to play powerful heroes, the converse of powering the lower-rank heroes up is to dampen the higher-rank heroes down. There are a number of ways the Narrator can make that happen.

Perhaps the higher-rank heroes are stripped of their powers. They might wind up imprisoned by their foes and fitted with power-dampening collars that supposedly explode when tampered with. They might find themselves stuck in an alternate form that's far weaker than their primary form.

In any case, something happens that brings the higher-rank heroes down to the others' rank. In fact, if the Narrator wants to engage in a bit of turnabout, they might even make the higher-rank heroes a lower rank than the other heroes. Then the usually powerful heroes can find out what it's like to have to rely on others to save the day.

HANDLING THE MULTIVERSE

An ambitious group of players might have multiple games going on at once. As described in the *Core Rulebook*, that's fine because each ongoing game functions as its own universe in the Marvel Multiverse.

It can be great fun to take a hero from one game to another, whether that means moving among groups of friends or even taking the hero to a one-shot game at a convention. However, keeping track of the various storylines that such movements can tangle can be a bit of a challenge.

Here are some guidelines to help.

Run Stories Sequentially

The simplest way to handle everything is to run the games so that each story is complete before the heroes take off for their next one, wherever that may be. That makes the stories—and any consequences from them—easy to account for and follow.

Things that can complicate matters if the stories aren't run sequentially include:

- The death or shattering of a character, either one of the heroes or someone else important to them.
- Rising in rank.
- Checking a box on the Schooling Advancement Chart (see the Getting Schooled rules on page 134).
- Gaining or losing an iconic item or other important piece of equipment.
- Learning important new information.

In short, anything that can affect the continuity in an ongoing storyline can cause complications if they don't happen in the right order.

Be Good Borrowers

It can be hard enough to track everything that happens to the heroes in a single universe, especially if some of the players are engaged in side games or loner stories. (See the *Spider-Verse Expansion* for details about such games.) When the heroes take off for other universes, it can become exponentially more challenging.

One way to make it easier is for each player to be responsible for keeping track of their own hero's continuity. Then the Narrators involved don't have to worry about such things.

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HANDLING THE MULTIVERSE

An ambitious group of players might have multiple games going on at once. As described in the *Core Rulebook*, that's fine because each ongoing game functions as its own universe in the Marvel Multiverse.

It can be great fun to take a hero from one game to another, whether that means moving among groups of friends or even taking the hero to a one-shot game at a convention. However, keeping track of the various storylines that such movements can tangle can be a bit of a challenge.

Here are some guidelines to help.

Run Stories Sequentially

The simplest way to handle everything is to run the games so that each story is complete before the heroes take off for their next one, wherever that may be. That makes the stories—and any consequences from them—easy to account for and follow.

Things that can complicate matters if the stories aren't run sequentially include:

- The death or shattering of a character, either one of the heroes or someone else important to them.
- Rising in rank.
- Checking a box on the Schooling Advancement Chart (see the Getting Schooled rules on page 134).
- Gaining or losing an iconic item or other important piece of equipment.
- Learning important new information.

In short, anything that can affect the continuity in an ongoing storyline can cause complications if they don't happen in the right order.

Be Good Borrowers

It can be hard enough to track everything that happens to the heroes in a single universe, especially if some of the players are engaged in side games or loner stories. (See the *Spider-Verse Expansion* for details about such games.) When the heroes take off for other universes, it can become exponentially more challenging.

One way to make it easier is for each player to be responsible for keeping track of their own hero's continuity. Then the Narrators involved don't have to worry about such things.

It's not always up to the players, of course, but ideally when the heroes jump around from universe to universe, the heroes should return in roughly the same shape as they started. This is akin to checking out a book from a library. When you do so, you agree to return the book in good shape so that others can enjoy it too.

In the same way, when Narrators have heroes from other universes join their game, they should attempt to be good borrowers. This doesn't mean that the hero is protected by plot armor throughout the game. They should still face the possibility of things going terribly wrong. But the Narrator should understand that the end goal is for them to return to their home universe in decent shape.

This is easiest to handle with heroes who have already hit their rank cap, as there's no need to worry about things like ranking up or tracking progress on the Schooling Advancement Chart. In this situation, keeping the hero intact is mostly a matter of avoiding serious injury or major turning points in their lives. With some luck, the Narrator and the players should be able to manage that.

Of course, sometimes, luck runs out.

Handling Conflicting Stories

Sometimes, things happen to heroes, and what went on in one universe doesn't seem to make any sense in another. Maybe the hero was killed or shattered. Maybe they somehow gained a brand-new iconic item or battle suit. Maybe they just ranked up and are now ahead of the rest of the team in their home universe.

Whether any of that's intentional or accidental, it's up to the hero's player and the Narrators of the games involved to sort things out. There are a number of possible solutions:

- **Imaginary Stories:** The story that caused the conflict was a fine story, but it didn't really happen—at least not to this version of the character. This could mean the story was a dream, a daydream or even a *What If?* tale in which the story happened not to the hero but to an alternate version of the hero from a different universe.
- **Time Shift:** The story did happen, but it didn't happen when the players might have thought it did. Instead of happening right now, it's actually a story from the near future, after the hero concludes their current story in their home universe. Conversely, the story from the home universe might be happening in the recent past.
- **Time Dilation:** If the hero has a long adventure in a different universe and comes back to find that little or nothing has changed in their home universe, it's possible that time flows differently in the two places. What seemed like a week in the visited universe was only an hour in the home universe—or even a minute. Maybe time stood still entirely while the hero was gone.
- **Untold Tales:** The stories all happened, but something also happened in between them to restore the hero back to their previous state. Maybe the hero knows what happened in this missing story, or maybe their memory of it has somehow been erased. The players could play through a story at a later time to smooth over this wrinkle in the continuity, but for now, all they need to know is that the wrinkle has been ironed out.

AUTHORITY AND RESPONSIBILITY

As the premier super-hero team on the planet, the Avengers have a great deal of power to effect change. However, that doesn't mean that they always have the authority to do so. In the past, the Avengers have enjoyed the sponsorship of the U.S. government, the government of Wakanda and even the United Nations.

Legal Authority

Most super heroes are technically vigilantes. They work outside the law to stop active crimes or save those in danger, much in the same way that any private citizen could do the same thing. They knock out or otherwise detain criminals and then either turn them over to law enforcement officers or leave them for those officers to find.

In the majority of cases, this goes smoothly and there are no issues. This is because there are often several witnesses to the crime—or other evidence of it happening—that leave little doubt that the super hero was right to step in and take action.

However, when the evidence does not exist or isn't so clear, the people the heroes attack and detain sometimes attempt to sue the heroes for the harm done to them. This is one reason that many heroes keep their identities a secret. Although they are sure they are doing the right thing, it's hard for someone to drag them into a civil lawsuit if the hero can't be definitively identified.

Other heroes with public identities should make sure they have plenty of evidence for their claims or an excellent lawyer. Preferably both. She-Hulk (Jennifer Walters) often specializes in such cases, as has Daredevil (Matt Murdock).

If the team has governmental funding, this often comes with deputization or authorization that effectively makes the heroes law enforcement officers. That comes with all the protections that such officers have against civil and criminal lawsuits, although it should also come with training that helps the heroes know the laws of the land and what they are allowed and expected to do to enforce them.

Moral Responsibility

Heroes, of course, often feel that their moral responsibility to help others takes precedence over any law or lack of legal authority on their part. Many places have Good Samaritan laws that protect people from being sued for things that happen when they are making a good-faith effort to help. Heroes often rely on this and the goodwill of local law enforcement to keep them out of trouble.

Sometimes, heroes intentionally break the law in order to investigate issues and prevent harm. They sneak into places where they're not allowed—or even smash down doors. They usually take care not to hurt any innocents when doing so, and they hope that the authorities will forgive any transgressions they may make in the name of helping others or serving the greater good.

Conflicts

Sometimes, though, laws are passed that directly affect super-powered people. See Chapter 4: Avengers and the Law for several examples of this and how heroes have handled such situations in the past.

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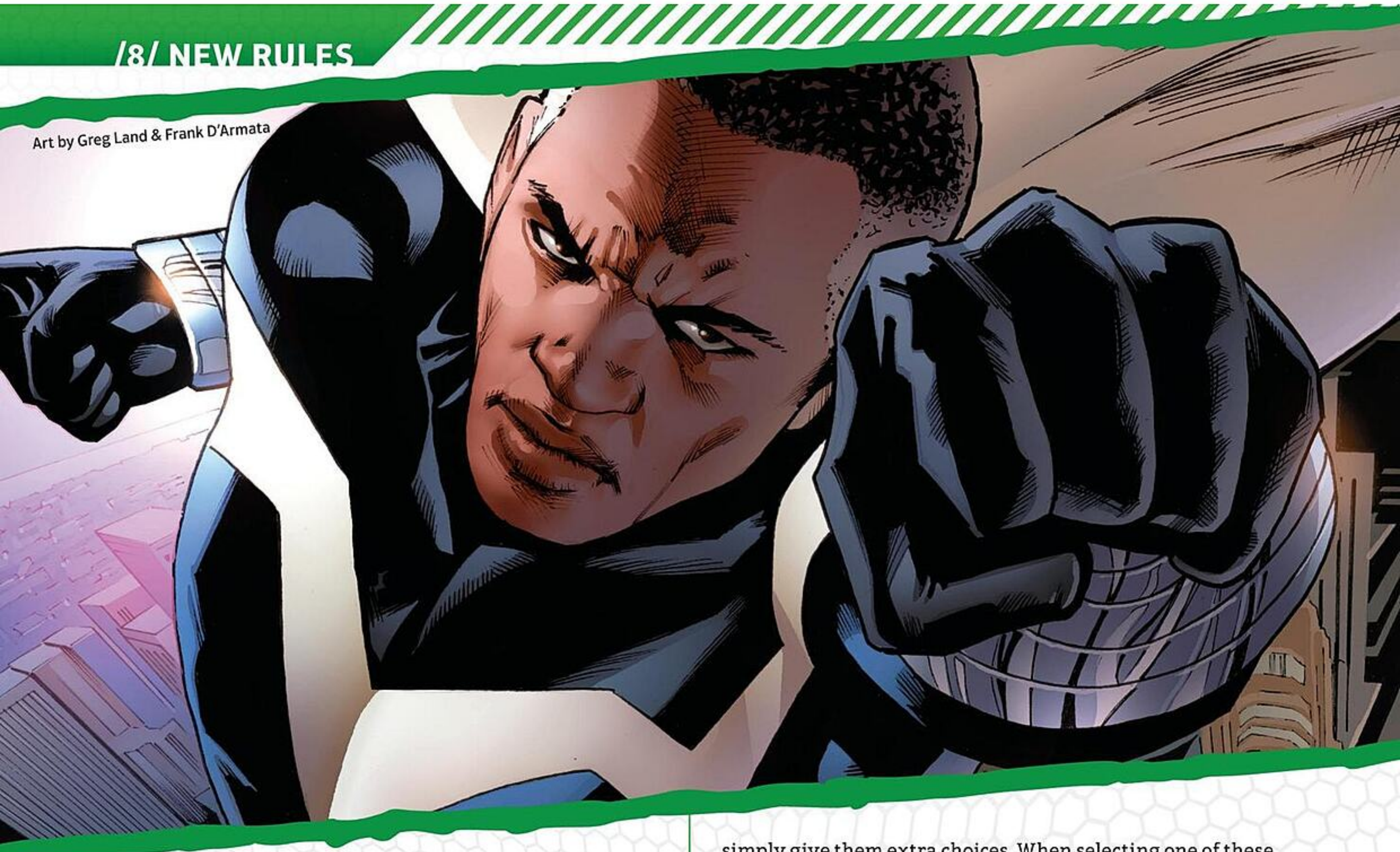

Art by Greg Land & Frank D'Armata

In addition to legal issues, government-funded or -sanctioned heroes sometimes have to deal with their governments giving them orders that they don't agree with. What happens if the heroes are ordered to invade another country to defend American interests? That might seem all right if it's a hostile nation like Latveria, but what if it's a relatively friendly country instead? Or at least one that's not actively making threats or causing trouble?

The converse of this is what happens if the heroes decide that they want to take actions that their governments aren't willing to back? What's to stop them from flying into a nation's capital and taking a dictator down? Or using their telepathic powers to effect changes with far less violence? At what point do they become not heroes, but villains?

This is the main reason the Avengers prefer to focus on direct threats that they can take open action against. It ensures that they don't become embroiled in international politics and run the risk of becoming the very kind of world-conquering villains they usually stand against. It also helps keep the internal strife among team members—many of whom come from wildly different backgrounds—to a relative minimum.

NEW TEAM MANEUVERS

The Avengers are the biggest team in the Marvel Multiverse. To honor that tradition and teamwork, here are some new choices for team maneuvers to use with them. Feel free to incorporate these as options for player-created teams as well.

These maneuvers are available in addition to the standard ones. The team needs to choose one before they begin an adventure, just like they usually do, making sure that they meet the level requirements. These new maneuvers simply give them extra choices. When selecting one of these maneuvers, players should list its name in the Notes section of their character sheet.

A couple of these appeared in the *Spider-Verse Expansion* and are reproduced here for your convenience.

The Avengers

Once an Avenger (Offensive, Level 2)
The team can call on Captain America (Steve Rogers) to help them for the rest of this fight. He's just passing through on a more pressing mission and must leave immediately afterward. (This maneuver can be used only once per adventure.)

The Champions

Reaction Speed (Offensive, Level 2)
Each team member gets an additional reaction this turn.

The New Avengers

Battle Suit Shuffle (Rally, Level 2)
The team makes space for one of their teammates to summon and equip a battle suit from their headquarters. If the teammate is already wearing a battle suit, the new one replaces the original one. In any case, that team member cannot take any actions this round, and at the end of the round, they are wearing the new battle suit.

S.H.I.E.L.D.

Calling in Big Backup (Offensive, Level 3)
A Helicarrier appears in the sky and hovers over the battle. It fights on the heroes' side and attacks each foe in the open with one of its weapons at the end of each round. (This maneuver can be used only once per adventure.)

Thunderbolts

Justice Like Lightning (Rally, Level 1)
Everyone on the team gains 1 point of Karma, even if they normally don't have any.

Ultimates (Earth-1610)

The Ultimate Betrayal (Rally, Level 2)
One of the team's foes (of the Narrator's choice) reveals that they are an impostor and switch sides to help the team for the rest of this fight. The impostor must leave immediately afterward to maintain their cover. (This maneuver can be used only once per adventure.)

Ultimates (Earth-616)

Big Blue Marvel (Offensive, Level 2)
The team can call on Blue Marvel to help them for the rest of this fight. He's just passing through on a more pressing mission and must leave immediately afterward. (This maneuver can be used only once per adventure.)

Ultimates (Earth-6160)

A Way Out (Rally, Level 2)
Everyone on the team instantly teleports back to the team's headquarters. (This maneuver can be used only once per adventure.)

West Coast Avengers

Sky-Cycling! (Rally, Level 2)
The team summons a group of Sky-Cycles, one for each member of the team.

VILLAIN TEAMS

As noted in the *Core Rulebook*, teams of super villains can use team maneuvers too. Here are a number of new team maneuvers that are intended for particular teams of villains.

Black Order

Enter Thanos (Offensive, Level 3)
The team can call on Thanos to help them for the rest of this fight. He teleports in to take part and must leave immediately afterward. If the team triumphs, Thanos blasts one of them unconscious for wasting his time with such trifles. (This maneuver can be used only once per adventure.)

Dark Avengers

Void Where Prohibited (Offensive, Level 2)
The team can call on Sentry to help them for the rest of this fight. He zooms in to take part. He refuses to attack anyone directly, though, and must leave immediately afterward. (This maneuver can be used only once per adventure.)

Hydra

Cut Off One Head, Two More Shall Take Its Place! (Offensive, Level 2)
The team calls in two new Hydra agents for each Hydra agent that's been defeated so far in this battle.

Masters of Evil

Zemo Returns! (Offensive, Level 2)
The team can call on Baron Helmut Zemo to help them for the rest of this fight. He teleports in to take part but must leave immediately afterward. If the team is not one of Zemo's Masters of Evil teams and they win the battle, the team members now owe Zemo a favor for his help. (This maneuver can be used only once per adventure.)

STUNTS

Characters who have mastered their powers—or have the right equipment—can learn to do new things with them as they gain experience using them.

Stunts debuted in the *Spider-Verse Expansion*. See that book for a set of stunts for use with Spider-Powers.

Learning Stunts

All stunts have certain prerequisites. This is usually a power, but it can also include a particular gadget or piece of equipment.

To learn a stunt, the character needs to get a Fantastic success while using a stunt's prerequisites in the course of an adventure. The character can choose a maximum of one stunt at a time.

How quickly characters can learn stunts is up to the Narrator. In general, a character should have the chance to do so every time they have a major battle or encounter in an adventure in which they get a Fantastic result while using the stunt's prerequisites. This should be an adventure in which the outcome is uncertain, usually against foes of equal or higher rank.

If you're using the "Getting Schooled" rules (see page 134), the character can pick a stunt *instead of* ticking off a box on the Schooling Advancement Chart.

A character can also pick a stunt after undergoing intensive training with the prerequisites for that stunt's style. However, once a character picks a stunt after training, they cannot do so again until they pick a stunt after adventuring.

Once a character picks a stunt, they add it to the Notes section of their character sheet. They can now access it any time they like.

Example: *Captain America (Steve Rogers) uses his Shield Bash power in an adventure and gets a Fantastic success with it. After the adventure, he can pick the Shield Chop stunt.*

One at a Time

Many stunts grant an additional special effect for a power, which the character can use when they get a Fantastic success while using that power. Unless otherwise stated, a character can only use a single special effect at a time with a Fantastic success.

Example: *Captain America (Steve Rogers) gets a Fantastic success with his Shield Bash power. He has the Shield Chop stunt, so he can choose between the Shield Bash power's regular special effect (knocking the target prone) or the special effect granted by the Shield Chop stunt (making the target bleed). He gets to do one, not both.*

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STUNT DESCRIPTIONS

Arrow Pin
Prerequisite: Stopping Power and arrows
Duration: Instant
Effect: If the character gets a Fantastic success with Stopping Power while firing arrows, they can pin the target to a nearby surface, rather than making another attack. Breaking free from being pinned requires a non-combat Melee vs. TN 16 action check.

Asgardian Pin
Prerequisite: Clobber and Iconic Item
Duration: Instant
Effect: If the character gets a Fantastic success with Clobber while wielding an iconic weapon made of uru, with a restriction based on a quality (like Mjolnir or Tormod), they can pin the target instead of knocking them prone. This requires them to place the iconic weapon on top of the target and leave it there, pinning the target in place. If the target meets the iconic weapon's restriction, they can remove it. Otherwise, they are pinned until someone else removes it.

Cracking Skulls
Prerequisite: Banging Heads
Duration: Instant
Effect: If the character gets a Fantastic success with Banging Heads, they can stun both targets rather than knocking them prone.

Elemental Exploit
Prerequisite: Elemental Blast
Duration: Instant
Effect: Instead of making an Agility attack with Elemental Blast, the character can use the power to make a Melee attack against a target within reach. Instead of using the spent Focus to add to their damage bonus, for every 5 points of Focus they spend, they can ignore 1 point of the target's Health Damage Reduction.

Elemental Rico-Back
Prerequisite: Elemental Ricochet
Duration: Instant
Effect: If the character gets a Fantastic success with Elemental Ricochet, they can attack the same target with an extra attack, rather than having to attack a different target.

Face Claw
Prerequisite: Claws
Duration: Instant
Effect: If the character gets a Fantastic success with a Melee attack while using claws, they can blind the target for one round instead of causing them to bleed.

Fists of Steel
Prerequisite: Battle suit
Duration: Instant
Effect: If the character gets a Fantastic success on a regular Melee attack (not using a power) while wearing a battle suit, they can make a second Melee attack against the same target.

Growing Grab
Prerequisite: Growing Attack
Duration: Instant
Effect: If the character gets a Fantastic success with Growing Attack, they can grab the target, rather than stunning them.

Instant Shield Return
Prerequisite: Hurled Shield Bash
Duration: Instant
Effect: If the character gets a Fantastic success with Hurled Shield Bash, they can have the shield return to them instantly, rather than knocking the target prone.

Jet-Ram
Prerequisite: Battle suit with Flight 2
Duration: Instant
Effect: The character can use the ram reaction on targets as close as 2 spaces away in a straight line. This still uses both their movement action and their standard action, plus their reaction.

Old One-Two
Prerequisite: A power that splits attacks in two, halving the damage.
Duration: Instant
Effect: Instead of attacking two targets, the character can use both halved attacks against a single target and add +2 to the damage bonus for each attack (for a total bonus of +4). On a Fantastic success, they double damage, making the bonus for each attack +4 (for a total bonus of +8).

This stunt must be learned separately for each power to which it can apply.

Punch-Arrow
Prerequisite: Hawkeye's Trick Quiver
Duration: Instant
Effect: When making a standard Agility attack with a bow, this blunt (stunning) arrow cuts the range to 5, but it gives an edge on the attack.

Quick Slam
Prerequisite: Quick Toss
Duration: Instant
Effect: Instead of making an Agility attack with Quick Toss, the character can use their reaction to make a Melee attack against a target within reach, using the grabbed character as a club. A failure inflicts no damage on the grabbed character or the Melee target, but a success inflicts damage on them both. On a Fantastic success, both the grabbed character and the target take double damage. If there's no target within reach, the character can slam the grabbed character into the ground instead. Either way, the character maintains the grab.

Return to Sender
Prerequisite: Catch Bullets
Duration: Instant
Effect: If the character gets a Fantastic success with Catch Bullets, they can hurl the projectiles back at the attacker—making a similar attack but using the character's Agility—rather than getting their reaction back.

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Prerequisite: Hawkeye's Trick Quiver
Duration: Instant
Effect: When making a standard Agility attack with a bow, this blunt (stunning) arrow cuts the range to 5, but it gives an edge on the attack.

Quick Slam
Prerequisite: Quick Toss
Duration: Instant
Effect: Instead of making an Agility attack with Quick Toss, the character can use their reaction to make a Melee attack against a target within reach, using the grabbed character as a club. A failure inflicts no damage on the grabbed character or the Melee target, but a success inflicts damage on them both. On a Fantastic success, both the grabbed character and the target take double damage. If there's no target within reach, the character can slam the grabbed character into the ground instead. Either way, the character maintains the grab.

Return to Sender
Prerequisite: Catch Bullets
Duration: Instant
Effect: If the character gets a Fantastic success with Catch Bullets, they can hurl the projectiles back at the attacker—making a similar attack but using the character's Agility—rather than getting their reaction back.

Art by Reilly Brown, Carlos Cuevas, Terry Pallot & Chris Sotomayor

Rico-Shield-Back
Prerequisite: Rico-Shield
Duration: Instant
Effect: If the character gets a Fantastic success with Rico-Shield, they can attack the same target with an extra attack, rather than having to attack a different target.

Shield Chop
Prerequisite: Shield Bash
Duration: Instant
Effect: The character switches their grip to attack with the edge of their shield. If the character gets a Fantastic success with Shield Bash, they can cause the enemy to start bleeding rather than knocking them prone.

Spin & Slam
Prerequisite: Spin & Throw
Duration: Instant
Effect: If the character gets a Fantastic success with Spin & Throw, they can slam the target into any other foe within reach, instead of knocking the original target prone, pinning and stunning them. Use the original attack roll to see if the character hits the second target as well, doing double damage to both due to the Fantastic success.

Thunderboom
Prerequisite: Thunderclap
Duration: Instant
Effect: If the character gets a Fantastic success with Thunderclap, they can deafen the targets for one round instead of knocking them prone.

Thunderclap
Prerequisite: Ground-Shaking Stomp
Duration: Instant
Effect: As the name implies, Ground-Shaking Stomp is meant to be used against targets on the ground. Instead of making such a Melee attack with Ground-Shaking Stomp, the target can clap their hands together with a thunderous effect to make an Agility attack against targets within the same range. This affects them even if they are not on the ground.

Vex Bolt
Prerequisite: Hex Bolt
Duration: Instant
Effect: If the character gets a Fantastic success with Hex Bolt, they can inflict double damage against the target's Focus rather than their Health, instead of giving the target trouble for one round.

HENCHMEN
Sometimes, a Narrator might need a fast way to create low-rank henchmen for a villain. Here's how.

By their very nature, henchmen are weaker than their bosses. They're often recruited and trained in droves and are considered dispensable. As such, most henchmen are only Rank 1 or 2. In some rare instances, when working for high-rank villains, they could be Rank 3 at most. In any case, they must be of a lower rank than their boss.

Henchmen ability scores total up to 5 times their rank. It's simplest to just make each score equal to their rank, except for one of them (often Logic), which is 0. However, there can be exceptions.

Henchmen get one trait per rank.

Henchmen get one power per rank, respecting any prerequisites. Choose them to fit the concept for this particular kind of henchman. In many cases, their powers should be restricted to ones that a character with the Special Training origin could pick, but it's fun to give them powers associated with their boss too.

Apply any tags that fit the concept for the henchman, but otherwise skip them.

Example: *The Red Skull gathers a bunch of henchmen to help with his latest plan. They are all Rank 1, so their abilities are all 1, except they have a Logic of 0. They are trained mercenaries, so their trait is Combat Expert. For their power, they have Suppressive Fire.*

Published works use a simplified profile for henchmen.

SINISTER PLOTS

(These rules originally appeared in the *Spider-Verse Expansion* and are reproduced here for your convenience, with a few clarifications.)

Although heroes like the Avengers usually triumph in the end, the villains rarely make it easy on them. The largest reason for this is that the villains often have plenty of time to craft plots and prepare for contingencies, while the heroes usually are confined to responding to the villains' actions.

To reflect this, the Narrator has the option of giving the villains of any story a number of Sinister Plot points. The villains can then use these to turn the tables on the heroes.

Sinister Plot points can only be used by characters with the Villainous tag.

Sinister Plot Points

A villain who simply encounters the heroes has no Sinister Plot points to spend. If the Avengers interrupt the Black Order while they're attempting to assassinate someone for Thanos, for instance, the Black Order likely hasn't prepared for this seemingly random eventuality. Because of that, none of them have any Sinister Plot points available.

However, if the Black Order plans an assassination with the intention of drawing the Avengers into a trap, then each member of the team should have Sinister Plot points they can use.

For every rank a villain has, they can have up to 1 Sinister Plot point.

Example: *Thanos is Rank 6. This means he can have up to 6 Sinister Plot points.*

Sinister Plots

Effect	Cost
Give an opponent trouble for one round	1
Gain an edge on all actions for one round	2
Use an extra reaction immediately	2
Use an extra standard action immediately	2
Make a free recovery check and instantly recover from any adverse condition	2
Change the Marvel die to an M	3
Regain full Health or Focus	4
Remove all adverse conditions and regain full Health and Focus	6

Villain Teams

If a group of villains form a team, the members of that team can pool their Sinister Plot points together. In this way, the leader of the team can use Sinister Plot points generated by others, and vice versa.

Many leaders of such teams prefer to hoard such benefits for themself. They might see it as a betrayal if a teammate uses Sinister Plot points they feel should be reserved to them. Other team members might feel the same way if a leader takes points they feel rightfully belong to them.

This kind of backstabbing can cause terrible friction within the team, but that's the nature of villains.

In the case of a team like the Black Order, the members would be only too happy to gather Sinister Plot points for Thanos with the expectation that he would use them against the heroes in the most villainous way.

Thanos might also gather the Black Order to him for a final encounter with the Avengers. That way, he could draw on their Sinister Plot points to restore himself when the heroes least expect it.

Note that unconscious villains cannot use their Sinister Plot points or allow a teammate to use them. This is why heroes often have to take out a great villain's lesser allies before they can be confident about taking the villain down.

THE ULTIMATE FANTASTIC INITIATIVE RULE

According to the *Core Rulebook*, when a character gets a Fantastic result on their initiative roll, they get to take part in a bonus round before the main combat begins.

Now, in addition to that, if a character gets an ultimate Fantastic success (6**M**6) on an initiative roll, they can turn their Marvel die to an M on any single action check they make during the bonus round.

THE BATTLE MULTIPLIER

As described in the *Core Rulebook*, characters determine their Health by multiplying their Resilience by 30, and they determine their Focus by multiplying their Vigilance by 30. This leads to most battles between evenly matched combatants lasting three to four rounds.

However, the group might want fights in their games to be shorter or longer than that. To make the fights snappier and riskier, simply lower the Health/Focus multiplier. To set up epic knockdown battles, raise the Health/Focus multiplier instead.

For a nearly instant battle, make the multiplier 10. For an epic fight that could last multiple sessions, try raising the multiplier all the way up to 100.

Powers or traits that affect Health or Focus should be modified the same way.

Example: *Captain America (Steve Rogers) has a Resilience of 3 and a Vigilance of 3. This normally gives him a raw Health of 90 and a Focus of 90. He also gets to add +30 to his Focus due to his Battle Ready trait, making 120. That's as if he had a Vigilance of 4, so treat it that way for this purpose.*

With a multiplier of 10, his Health becomes a scant 30, and his Focus becomes 40. With a multiplier of 100, his Health becomes 300, and his Focus becomes a massive 400.

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DISARMING

Sometimes, a character wants to use an action to disarm an opponent rather than attacking them directly. For that, they can use a new action called disarm. This should be used in place of the rules for attacking objects being used by another character (*Core Rulebook*, page 40).

To use a disarm action, the character makes a Melee or Agility attack with trouble on an object or weapon held by someone else. If the attacker has already grabbed the target, ignore the trouble. If the attacker wants to disarm someone another character has grabbed, the trouble stacks with the normal rules for attacking entangled characters.

If the attack succeeds, the target drops what they're holding in an adjacent space. On a Fantastic success, the object or weapon is destroyed. On a Fantastic success with a melee attack, the attacker can choose to take the object or weapon instead of destroying it, assuming it's not attached to the target. Picking up and readying an item or weapon that was dropped due to a disarm requires an action.

Iconic items cannot be destroyed in this manner.

The disarm action can be used only against common handheld weapons, like swords and guns, or improvised weapons used in similar ways. A character cannot use a disarm action to destroy a mounted machine gun, for example. Also, a disarm action cannot be used against weapons physically attached to the target.

BIG FIGHTS

The standard combat system works well for groups of up to six or so players facing a similar number of foes, but the more combatants involved in a fight, the longer it can take to resolve it. There are a number of things a Narrator can do to make such battles faster and more fun.

These rules assume there are a regular number of players and they are fighting a large number of foes. Imagine, for example, a large group of Hydra forces attacking the Avengers.

Abstraction

All game rules are, by their nature, abstractions of what's happening in the game's world. To make things faster or simpler, the Narrator can abstract things further. They can pick and choose from the following options to fit the needs

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That said, the math here can involve larger numbers, so have a calculator on hand to make things easier if you can.

Initiative

Rather than having each character involved in the battle roll for initiative, have each side do so. In most cases, this means that the Narrator rolls for the foes while the players pick one of their own to roll for them.

Each side uses the best Initiative Modifier of all the characters on its side. The side with the highest result goes first. In the case of a tie, the heroes go first. All the characters on that side take their turn, and then all the characters on the other side take their turn.

Ignore any Fantastic results. There is no bonus round.

Ignore Movement

Assuming the combatants are all in the same area, you can ignore movement. Just assume that the heroes and their foes can all reach or target each other with whichever attacks they like.

This works well if you're playing a game in the theater of the mind. If you're using miniatures, playing on a grid or using a virtual tabletop, it may seem counterintuitive, but that's part of making the battle more abstract. If some combatants are too far apart from the others for this to make sense, you can separate them out and resolve their actions separately.

Grouping Foes

The Narrator should group all identical foes together. For instance, if the heroes are facing off against the Red Skull, Crossbones, a dozen Hydra agents and four Hydra officers, there are four groups:

- Red Skull
- Crossbones
- 4 Hydra officers
- 12 Hydra agents

For each group that has more than a single character in it, total up the Health and Focus of each group.

Example: *Hydra officers have 60 Health and 90 Focus, so the group of four of them has 240 Health and 360 Focus.*

Hydra agents have 30 Health and 60 Focus, so the group of twelve of them has 360 Health and 720 Focus.

The Heroes' Turn

When it's the heroes' turn, they can go in whatever order they like. The easiest way is often to start with the player on the Narrator's left and go around the table in order, but if the heroes have a plan that requires them to go in a particular order, they can do that instead.

Rather than attacking a single target, a hero can instead attack a group. Treat this as if they are attacking a single member of the group, and figure damage normally. However, the damage reduces the Health of the entire group.

Example: *Hulk (Savage Form) attacks the Hydra agents with a Clobber attack. He rolls (3* ***3*** *4=) 10 and adds his Melee of 9 for a total of 19. That easily hits the agents. Hulk does (3×10=) 30 + 9 = 39 points of Health damage. That reduces the Health total of the Hydra agents to (360–39=) 321.*

Whenever the accumulated damage totals the Health of an individual in the group (or more), remove enough members of the group to accommodate for it. Those members are unconscious and out of the fight.

Example: *Hydra agents have 30 Health, so doing 39 points of Health damage takes out one of them and does 9 points of damage to another. This leaves the Hydra agents with eleven members in their group and a total of 321 Health remaining.*

On the next hero turn, Hulk attacks the Hydra agents again. This time he rolls (1 ***M*** *4=11) + 9 = 20. He hits again, and this time, he gets a Fantastic success! The damage totals up to (6×10=) 60 + 9 = 69 × 2 = 138 points of Health damage.*

The Hydra agents are now down to (321–138=) 183 Health. That leaves Hydra with six agents who have 30 Health and one who has only 3 Health.

If the hero is using a power and gets a Fantastic success on their attack, the effect applies to every member of the attacked group. The Hulk used Clobber, which knocks a foe prone, so all of the Hydra agents left are knocked prone. Since we're ignoring movement, that may not mean much, but Hulk can try something else on his next turn.

Multiple Targets

If a character uses an attack that can hit two targets at once, splitting the damage between them, don't bother to split the damage. (After all, 2 × ½ damage = 1.) Just treat it as a single attack against the group.

If a character uses an attack that can affect more than two targets at once, assume that it can hit everyone on the other side, up to the maximum number of possible targets—or up to ten targets, whichever is less. If the character gets a Fantastic result, apply the special effect to every member of the group, whether they are directly damaged or not.

Example: *All-Father Thor uses an Elemental Barrage (Electricity) against a fresh group of twelve Hydra agents. His attack can affect ten of them. He rolls (1* ***5*** *3=) 9 and adds his Ego of +5 for a total of 14. This hits them, and a normal Ego attack would do (5×7=) 35 + 5 = 40 points of Health damage. Since Elemental Barrage does half damage, it does 20 points of damage to each affected target instead.*

The attack affects ten Hydra agents, so that's 200 points of damage total. The group starts with 360 Health, so that brings it down to (360–200=) 160 Health. That leaves only five Hydra agents at full Health and one at 10 Health.

The Foes' Turn

When it's the foes' turn, individual characters act normally, in whatever order suits the Narrator. However, members of each group can work together to support each other.

If a group uses an attack that costs Focus, each member of the group must pay the Focus cost. The cost is deducted from the group's Focus.

However, a group of foes cannot use an attack that can normally target more than one foe at a time. The heroes are savvy enough to make it impossible for the foes to line up such attacks.

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When a group attacks, they attack all of the heroes at once. Distribute the attacks among the heroes as equally as

you can, giving any extra attacks to high-rank heroes before low-rank heroes. In case of a tie, the Narrator should assign the extra foes randomly.

Example: *Twelve Hydra agents attack All-Father Thor (Rank 6), Black Widow (with Symbiote) (Rank 4), Captain America (Bucky Barnes) (Rank 4), Hulk (Savage Form) (Rank 6) and Iron Man (Mysterium Armor) (Rank 5). That's two Hydra agents for each of the five heroes to start, with the two remaining agents going to Thor and Hulk because they're a higher rank than the others.*

The members of the group all use the same attack, and the Narrator then makes a single action check for the entire group. For each foe beyond the first one that's attacking the hero with the largest number of foes against them, add +1 to the attack. Compare that result to every hero's defense score to see if the group's attacks hit.

If there are any hits, figure the amount of damage done to each hero as usual.

Example: *The Narrator rolls and gets (2 **4** 6=) 12 + 1 (for the Hydra officer's Agility) = 13. Because Thor and Hulk have three foes against them (which is the most of any of the heroes), add +2 to the result. That brings the total to 15.*

That hits Thor (Agility defense 13), Hulk (Agility defense 15), Black Widow (Agility defense 15) and Iron Man (Agility defense 14) but misses Captain America (Agility defense 16).

A Hydra agent firing a pistol has an Agility Damage Multiplier of ×2 + 1. Since Thor, Hulk and Iron Man all have Health Damage Reduction –2, the attacks cannot hurt them. Black Widow, however, has no such protection, so the attack does (4×2=) 8 + 1 = 9 points of damage to her.

The Hydra agents would be wise to try to concentrate their fire on the heroes they can actually hurt, but in the chaos of the battle, that's not possible.

NEW CONDITIONS

There are two new conditions in this book, although one (exhausted) first appeared in the *Spider-Verse* expansion. In addition, there is a rule about how such conditions affect damage reduction—which originally appeared in the *X-Men Expansion*.

Damage Reduction

Each level of Health damage reduction protects a character from up to 5 points of Health damage per turn from damage-causing conditions like ablaze. For example, Sturdy 2 protects a character from up to 10 points of Health damage from conditions per turn. Any damage over and above that protection affects the character normally.

Damage from various kinds of conditions does add up, but only from different conditions. If a character is ablaze, for instance, they take 5 points of damage at the end of their turn. They cannot be more ablaze, even if they're set on fire by several things at the same time.

However, if the character also suffers from another condition that causes 5 points of damage at the end of their turn, they take a total of 10 points of damage at the end of their turn. If they have Sturdy 1, that protects them from 5 points of damage per turn, but the remaining 5 points get through.

If there is doubt as to what kinds of damage a character might suffer from or be immune to, the Narrator chooses how to allocate such damage.

Art by Sal Buscema & Bob Sharen

Asleep

Some powers (like Mists of Morpheus) and weapons (like the Night-Night Gun) can cause characters to fall asleep. When a character is asleep, they cannot take any actions. Their defenses are all reduced to 10, and Melee attacks automatically hit them.

Normally, a character can be awakened by someone taking a standard action to rouse them by shaking or shouting. However, when a character has been forced asleep, this is more difficult.

If the character was knocked out for a plot reason, the Narrator should let the player know and then cut to the character waking up when appropriate. However, if the character is in real danger—as in the middle of a combat—the character can attempt to wake up on their turn every round.

To do so requires a Challenging check using the ability the character resisted with in the first place. For instance, that is Resilience for the Night-Night Gun (which puts a character to sleep with drugs) and Vigilance for Mists of Morpheus (which puts a character to sleep with magic). Anyone trying to wake the character up gives the character an edge on the check.

Exhausted

Many heroes push themselves too hard for too long when in a crisis. The exhaustion this causes affects them physically and mentally. This can come about for many reasons. The character could go without sleep for more than 24 hours. They could be ill from a respiratory disease. They could have been tortured. They could have spent all week at a gaming convention.

When a character is exhausted, they must add +5 to the Focus cost of any powers that have a Focus cost. This goes up +5 for every additional 24 hours the character has been awake or for every additional exhausting influence they suffer from. This penalty ignores the regular cap on spending Focus.

Example: *Quake (Daisy Johnson) has been up for more than 72 hours. Elemental Push normally costs 10 Focus, but it now costs 25 Focus. Quake's spending cap is 15, but but since the overage is due to the penalty, she can still spend enough Focus to activate the power.*

In addition, an exhausted character has trouble on all actions.

The exhaustion ends once a character gets a good night's sleep.

NEW TRAITS

This section features traits that originally appeared in other expansions but are reproduced here for your convenience.

If you've already created an original character and would like to use a new trait, speak with your Narrator about it. If it makes sense to do so, you can swap a previously chosen trait for a new one. This could represent a transformation into a new period for the character, or it could be simply a redefinition of who the character has always been.

Magic Item Reliance

The character relies on a magically empowered item for some or all of their powers. When they take Health damage that would render them unconscious, they can instead choose to lose all of their magic-item-related powers and remain conscious with 1 point of Health left.

Similarly, if they take Focus damage that would render them demoralized, they can instead choose to lose all of their magic-item-related powers and have 1 point of Focus left.

Magic items are notoriously difficult to destroy. They cannot be harmed by most attacks. However, they can be taken away or lost. Many characters would go to great lengths to recover the magic items that grant them powers.

Unusual Size

The character's regular size is beyond those for small, average or big, as shown on the Resize Effects table (see page 73 of the *Core Rulebook*). When picking this trait, the player must choose the character's size: microscopic, miniature, tiny, little, huge, gigantic, titanic or gargantuan. Apply the modifiers listed on the Resize Effects table, just as if the character had grown or shrunk to that size, but permanently.

The one exception is a character's Flight Speed. If they are microscopic, miniature, tiny or little, calculate their Flight Speed as if they were small-sized. If they are huge, gigantic, titanic or gargantuan, calculate their Flight Speed as if they were big-sized.

NEW TAGS

This section features new tags used by characters in Chapter 9 of this book. Other characters can use them as well. (Some of these originally appeared in other expansions and are reproduced here for your convenience.)

If you've already created an original character and you would like to use one of these new tags, speak with your Narrator about it. If it makes sense to do so, you can add the new tag, perhaps even replacing a previous one. This could represent a transformation into a new period for the character, or it could be simply a redefinition of who the character has always been.

Allspeak

The character can communicate verbally with anyone else. They can understand any spoken language, and when they speak, everyone who hears them believes them to be speaking in the listener's native tongue.

Clone

The character is a clone of another character. (The *Spider-Verse Expansion* has a whole section about how this can affect the character.)

Media Awareness

The character is aware (or simply believes) that they are actually a character in some kind of consumable media, like a book, comic, movie, cartoon, video game or even a tabletop game. They understand the tropes of that medium and can comment on it and address the consumers of that media. However, they often keep such comments to themselves, as doing so makes them seem insane to those around them who do not have this tag.

Mental Health Conditions

The character has mental health conditions. These might include anxiety, depression, dissociative identity disorder or other conditions.

Mobility Issues

The character has mobility issues. This can range from using a cane to using a wheelchair.

Patron

The character has a wealthy benefactor they can ask to purchase them anything within reason. The patron could be an individual, an organization or even a government. The character's access to the resources the patron provides depends on their relationship with the patron. If they anger or embarrass their patron, they might be cut off and have to remove this tag.

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If you've already created an original character and would like to use a new trait, speak with your Narrator about it. If it makes sense to do so, you can swap a previously chosen trait for a new one. This could represent a transformation into a new period for the character, or it could be simply a redefinition of who the character has always been.

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This is similar to the Rich tag, but the character is relying on someone else's wealth. One example of this happened recently when Spider-Man (Peter Parker) worked for a repentant Norman Osborn. Parker had access to Osborn's resources while he continued to work with him. Many heroes working for the Avengers could count Iron Man (Tony Stark) as a patron—at least during the times when Stark has money.

Signature Item

This is a broader form of the Signature Weapon tag.

The character is known for owning and using a specific kind of item. This can be a weapon (like Hawkeye's bow or Elektra's sai), a vehicle (like the motorcycle of Ghost Rider [Johnny Blaze]) or anything else.

This tag can be taken more than once, but each time must be with a different item.

Worthy

The character is deemed worthy of using a particular iconic item. The criteria for being worthy of a particular item is imbued in it by its creator, and it's always up to the Narrator to determine if a character is actually worthy at any given moment.

When taking this tag, the character should also name the iconic item to which it applies. For example, Worthy (Mjolnir).

Characters who have yet to encounter a particular iconic item might not have this tag when they do, but that doesn't mean they're not worthy of using it. It's up to the Narrator to judge if the character meets the criteria for worthiness. If so, the character then gains this tag for that item.

ORIGINS

This section makes a small addition to the Mythic origins from the *Core Rulebook*. Players can continue to use the original Mythic origins without this addition if they prefer.

Mythic

All characters who have a Mythic origin of any type also have the new Allspeak tag. (See page 158 for how this works.)

NEW POWERS

A few of the character profiles in this book feature Power Control, a new power from the *X-Men Expansion*. It's reproduced here for your convenience, along with clarifications for the Resize power set.

We also have a new power—Iconic Item—which is simply a broadening of the Iconic Weapon power. Characters who already have the Iconic Weapon power can keep it or switch to Iconic Item. Going forward, though, all profiles with iconic items should have the Iconic Item power.

Power Control

There is a new power for the Power Control set, as first seen in the *X-Men Expansion*: Power Slider. Power Slider boosts or dampens the character's own powers based on things that happen to them.

Powers List

- Power Slider

Resize

There are two clarifications for the Resize power set, as first seen in the *X-Men Expansion*.

Flight: Most of a character's speeds are recalculated when the character changes size. However, Flight Speed does not change. The character flies at their regular Flight Speed no matter their size.

Growing Into Spaces: When a character grows into spaces occupied by other things, characters who are little or smaller remain where they are and can occupy the same space as the growing character, just like normal. However, characters who are average size or larger are shoved aside by the growing character. Move them as few spaces as possible, leaving them in a space adjacent to the growing character. If the character or object the growing character pushes up against is normally unmovable, the growing character should move their own center to accommodate this.

Treat any attempt to crush another character in this way as if the growing character is throwing themself at the character they want to crush. This requires an Agility check against the target's Agility defense, and a failure damages the attacker. A success damages both the attacker and the target.

NEW POWER DESCRIPTIONS

Here are the new powers described in full. Each description follows the same format as in the *Core Rulebook*.

Iconic Item

Power Set: None
Prerequisites: None
Duration: Permanent
Effect: The character is known for owning and using a unique and powerful item, like Mjolnir or an AVENG.E.R.S. jacket. See the Iconic Items section of this book for a list of such items and rules on how to build them. The Narrator must approve the details of any new iconic item.

This power can be taken more than once, but each time must be for a different item. This power can replace the Iconic Weapon power, if the player wishes.

Power Slider

The character's power waxes and wanes with what's vital to them.

Power Set: Power Control
Prerequisites: Rank 3
Duration: Permanent
Effect: The character has a single criterion that affects the strength of their powers on a spectrum. The character starts off normal, but they can become boosted or dampened from there.

When things are going well for the character, all of their other powers are boosted. If the powers have ranges or effective areas or durations, these are doubled. If the powers affect damage multipliers, add 1 to the effects. Any effects that normally happen on a Fantastic success automatically happen on any success, not just a Fantastic one. Also, anything that would dampen their powers only brings them back to normal.

When things are going poorly for the character, all of their other powers are dampened. If the powers have ranges or effective areas or durations, these are halved. If

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When things are going poorly for the character, all of their other powers are dampened. If the powers have ranges or effective areas or durations, these are halved. If

the powers affect damage multipliers, subtract 1 from the effects. The power can no longer enjoy Fantastic successes. Also, anything that would boost their powers only brings them back to normal.

These effects last for a single combat or—if they happen outside of combat—a single day.

Other effects can be applied, as best fits the character or item, but the harmful effects must be at least as harmful as the listed effects. The easier it is to incur beneficial effects, the worse the harmful effects should be. See the Blood Curse and Bloodied criteria below for an example.

Here are six criteria to pick from: Blood Curse, Bloodied, Confidence, Faith, Great Need and Media Popularity. With the Narrator's consent, players can come up with others.

- **Blood Curse:** If the user gets a Fantastic success on an attack and causes bleeding, their powers are boosted. However, they also gain the Bloodthirsty tag. If they kill someone while Bloodthirsty, they lose their Heroic tag.
- **Bloodied:** If the user gets a Fantastic success on an attack and causes bleeding, their powers are boosted. If they are knocked unconscious by a foe in battle, they die.
- **Confidence:** If the character gets a Fantastic success on an important action check, their confidence soars and their powers are boosted. If the character fails an important action check, their confidence falls and their powers are dampened.
- **Faith:** If something the character believes as a core part of their faith is shown to be true, their faith soars and their powers are boosted. If something the character believes as a core part of their faith is shown to be doubtful, their faith falls and their powers are dampened.
- **Great Need:** If the character has a great need for an increase in their power, they can voluntarily boost their powers. After the current combat or encounter, they are exhausted as if they had not slept for 72 hours, and they must sleep for 72 hours to recover. (See page 157 for more about the exhausted condition.)
- **Media Popularity:** If the character's media ratings substantially rise (more people watch their shows), their powers are boosted. If the character's media ratings substantially fall (fewer people watch their shows), their powers are dampened.

The criteria in question may go up and down often, seeming to leave the character to the whims of fate, but ignore minor changes. Only something that feels like a special moment should cause a change.

Players may be tempted to set up their characters to constantly succeed. If this happens, Narrators should remember that they can often tip matters in the other direction. The swinging back and forth makes things more fun than keeping them always on an even keel.

NARRATIVE POWERS

As first defined in the *X-Men Expansion*, narrative powers don't fit within the regular framework for powers. They break the standard rules, and because of that, they don't have rules in the same sense that standard powers do.

Narrative powers are ones that work in stories—like the kind you read in Marvel Comics—but are hard or impossible to pin down tightly with the regular rules. They can also throw off the balance of the game easily, so they're for use only by characters controlled by the Narrator. Narrative powers are like Rank X characters (such as Galactus) or narrative items like the Infinity Gauntlet or the Cosmic Cube (see page 119). They're so powerful that they can disrupt the entire game if not handled with the utmost care.

A prime example of a character with a narrative power is Gwenpool. Her Reality Manipulation can be interpreted in all sorts of ways, and it requires careful attention from the Narrator. Otherwise, it can ruin the sense of fairness that goes into a role-playing game and reduce the game to a series of arguments about how such powers work and what they mean in any particular context.

Using Narrative Powers

Narrative powers work exactly as described. Of course, there are all sorts of ways to interpret the descriptions, and such interpretations often depend on the unique circumstances the character finds themself in.

When there's any question about how a power works in a particular situation, the players and the Narrator should take a moment to reason out what they think should happen. If that occurs in the middle of a game, the Narrator might make a quick ruling to keep things moving, but the players and the Narrator can have a longer discussion about the power later.

In the end, the Narrator has the final say about how the power works in the game.

Narrative Power Descriptions

Each of the following entries describes how a narrative power works in the game—or at least how the character using it understands that it works. The use of a narrative power can sometimes be expanded by interpreting it a new way.

In many cases, the character with the power doesn't know every aspect of it. They only know what's worked for them so far, and they may discover new uses for it along the way.

A narrative power takes up a single power pick. However, many characters with narrative powers don't use all of their power picks, mostly because they don't need them.

Absorption

The character can absorb the properties of anything that they touch and transform their body—and what they are wearing and carrying—into living versions of the same substance. This includes any form of matter or energy. Doing so requires a standard action or reaction.

The change to the character lasts as long as the character wishes to maintain it and can even persist if they lose concentration or consciousness.

The powers this transformation grants the character depend on the properties of the material they have touched. If they absorb any of the elements that work with Elemental Control powers, they get to use the special effects granted by that element when they get a Fantastic success on any of their Melee or Agility attacks.

Art by CAFU & Frank D'Armata

Art by Jim Cheung, Dave Meikis & Justin Ponsor

Outside of that, it's up to the Narrator to rule what sorts of powers the character can absorb from the things around them.

For example, if the Absorbing Man touches adamantium, he can ignore 1 level of Health Damage Reduction with his attacks and he would gain Health Damage Reduction –4 himself, making him nearly indestructible. He'd also look like he was made entirely of the silvery metal, which would give him the Extreme Appearance tag.

If he absorbed the properties of glass, he would become transparent, giving him an edge when hiding or sneaking. However, he'd also become more fragile, so attacks against him would add +2 to their Health damage multiplier.

Example: Absorbing Man

Reality Manipulation

The character has the power to alter reality as they see fit, up to and including destroying the entire universe. They cannot affect the past or alter a person's soul, but they can use their power to edit memories to make people think that the past was different. They could also create a distinct new version of a reality, although the original version would remain intact in its own universe.

Otherwise, the only limits on this power are the imagination of its user and their ability to express it in a coherent way. In most cases, characters with this power prefer to make small changes so as to avoid any unforeseen consequences.

Example: Gwenpool, Kobik, Molecule Man, Beyonders

RANDOM ENCOUNTERS

Sometimes, heroes go looking for trouble, but just as often, trouble finds them. If they are wandering around, traveling or otherwise out and about, there's a chance that someone or something might complicate their day. That's where random encounters come in.

When to Check

The Narrator decides when to check for a random encounter. When the heroes are traveling safely across the United States by highway, it might be once a day. If they're skulking through the darkest sewers of Manhattan on Halloween, it might be once an hour. Usually, it's somewhere in between, like once during the day and once during the night.

In general, the Narrator should check for random encounters only when the action in the game is at a lull. This often happens when the heroes are traveling from one place to another, resting for a period of time or just seeing the sights.

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The Narrator doesn't have to make a random encounter check in the actual moment. If you know the heroes might have some downtime soon, it's fine to make the checks ahead of time and get things ready beforehand. Most of the time, though, such checks are made on the spur of the moment to fill in downtime or to heighten tension.

For instance, if the heroes are hiding out somewhere, waiting to recover or for something important to happen, that's a good time to make a random encounter check. The Narrator announcing that they're going to make the check puts the players on notice that things can happen to complicate the game at any time, so they'd better get moving.

How to Check

When checking for a random encounter, the Narrator makes a d616 roll against a target number that reflects the likelihood of an encounter happening. The base TN is 13, but the Narrator can set that lower or higher depending on the circumstances.

The lower the target number, the more likely something happens. If the heroes are walking through Queens at noon while in their secret identities, for instance, the target number might be 15. If they're patrolling Manhattan in the dead of night, it might be 9 instead.

If the Narrator gets a success on the random encounter check, look at the Marvel die and find that result on the appropriate random encounter table.

Example: *The Avengers are relaxing at the top of Avengers Tower at night, and the Narrator makes a random encounter check. Because it's dark, they set the target number at 11. The Narrator's roll is 3* ***2*** *6, a total of 11. That's enough for a random encounter! The Narrator consults the New York City Encounters table (see below) and sees that a 2 means a group of crooks dressed like Iron Man are attacking people in Times Square. It's time to put a stop to that!*

The Narrator should feel free to create their own custom random encounter tables—or rework the ones here—and tailor them to the game's team to make sure they fit like spandex.

The random encounter tables are separated by locations where the characters are likely to find themselves. The Narrator should feel free to modify them as needed to best fit their game.

New York City

Marvel Die Roll	Result
Marvel	Aliens land in Central Park and demand to speak to the leader of the planet—and they believe the leader of the Avengers to be the correct person to deal with.
2	A gang of crooks (two for each hero) dressed in body armor painted to look like Iron Man's—but without any power—are attacking people in Times Square.
3	A force of A.I.M. agents (four for each hero) storms Washington Square Park to disrupt the chess games going on there. M.O.D.O.K. wants to play but doesn't want any serious challengers around when he arrives.
4	A group of Skrulls (one for each hero) is lurking around the Port Authority, mugging new arrivals to the city, dumping them in nearby alleys and assuming their identities.
5	A gang of Hydra agents (four for each hero) hijacks the Staten Island Ferry and attempts to flee with it to the open sea with the morning commuters still aboard.
6	A group of hungry vampires (two for each hero) attacks a trendy nightclub in the East Village.

West Coast

Marvel Die Roll	Result
Marvel	A team of Skrulls (two for each hero) has invaded Disneyland, posing as cast members.
2	A group of A.I.M. agents (two for each hero) has taken over NASA's Jet Propulsion Laboratory in an effort to escape the planet before M.O.D.O.K. discovers they've failed their most recent assignment.
3	Late one night, a gang of Hand ninja (four for each hero) takes over the Ferris wheel at the Santa Monica pier and attempts to roll it into the Pacific Ocean.
4	A fire has broken out near the La Brea Tar Pits, apparently set by Hydra agents (two for each hero) armed with flamethrowers.
5	A band of time-lost barbarians (one for each hero) from the distant past runs rampant through West Hollywood, drinking their fill at the bars and threatening to kill any who try to spoil their fun.
6	A team of disillusioned former S.H.I.E.L.D. agents (four for each hero) takes over the Diablo Canyon Power Plant (the last nuclear power facility in California), hoping to gain super-powers or die trying.

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For instance, if the heroes are hiding out somewhere, waiting to recover or for something important to happen, that's a good time to make a random encounter check. The Narrator announcing that they're going to make the check puts the players on notice that things can happen to complicate the game at any time, so they'd better get moving.

How to Check

When checking for a random encounter, the Narrator makes a d616 roll against a target number that reflects the likelihood of an encounter happening. The base TN is 13, but the Narrator can set that lower or higher depending on the circumstances.

The lower the target number, the more likely something happens. If the heroes are walking through Queens at noon while in their secret identities, for instance, the target number might be 15. If they're patrolling Manhattan in the dead of night, it might be 9 instead.

If the Narrator gets a success on the random encounter check, look at the Marvel die and find that result on the appropriate random encounter table.

Example: *The Avengers are relaxing at the top of Avengers Tower at night, and the Narrator makes a random encounter check. Because it's dark, they set the target number at 11. The Narrator's roll is 3* ***2*** *6, a total of 11. That's enough for a random encounter! The Narrator consults the New York City Encounters table (see below) and sees that a 2 means a group of crooks dressed like Iron Man are attacking people in Times Square. It's time to put a stop to that!*

The Narrator should feel free to create their own custom random encounter tables—or rework the ones here—and tailor them to the game's team to make sure they fit like spandex.

The random encounter tables are separated by locations where the characters are likely to find themselves. The Narrator should feel free to modify them as needed to best fit their game.

New York City

Marvel Die Roll	Result
Marvel	Aliens land in Central Park and demand to speak to the leader of the planet—and they believe the leader of the Avengers to be the correct person to deal with.
2	A gang of crooks (two for each hero) dressed in body armor painted to look like Iron Man's—but without any power—are attacking people in Times Square.
3	A force of A.I.M. agents (four for each hero) storms Washington Square Park to disrupt the chess games going on there. M.O.D.O.K. wants to play but doesn't want any serious challengers around when he arrives.
4	A group of Skrulls (one for each hero) is lurking around the Port Authority, mugging new arrivals to the city, dumping them in nearby alleys and assuming their identities.
5	A gang of Hydra agents (four for each hero) hijacks the Staten Island Ferry and attempts to flee with it to the open sea with the morning commuters still aboard.
6	A group of hungry vampires (two for each hero) attacks a trendy nightclub in the East Village.

West Coast

Marvel Die Roll	Result
Marvel	A team of Skrulls (two for each hero) has invaded Disneyland, posing as cast members.
2	A group of A.I.M. agents (two for each hero) has taken over NASA's Jet Propulsion Laboratory in an effort to escape the planet before M.O.D.O.K. discovers they've failed their most recent assignment.
3	Late one night, a gang of Hand ninja (four for each hero) takes over the Ferris wheel at the Santa Monica pier and attempts to roll it into the Pacific Ocean.
4	A fire has broken out near the La Brea Tar Pits, apparently set by Hydra agents (two for each hero) armed with flamethrowers.
5	A band of time-lost barbarians (one for each hero) from the distant past runs rampant through West Hollywood, drinking their fill at the bars and threatening to kill any who try to spoil their fun.
6	A team of disillusioned former S.H.I.E.L.D. agents (four for each hero) takes over the Diablo Canyon Power Plant (the last nuclear power facility in California), hoping to gain super-powers or die trying.

COLEMAN
H.E.N.
CRAMER
2025

9

CHARACTERS

Although the Avengers started with only five members on the team, they've since grown to include hundreds of heroes facing off against countless villains. This chapter features many of your favorites—and perhaps even some new to you—for use in your game.

ONCE AN AVENGER

This book includes most of the prominent heroes and villains from Avengers comics throughout the ages, but with over 60 years of tales to cover, it's impossible to fit them all in a book this size. If you can't find a character here, don't forget to check the profiles in the *Core Rulebook*, *The Cataclysm of Kang*, *X-Men Expansion*, *Spider-Verse Expansion*, *Deadpool Role-Plays the Marvel Universe* or online at Marvel.com/rpg.

If looking everywhere else comes up short, feel free to make your own versions of the characters you want. The rules in this book give you all sorts of new options for building profiles. In addition, you can take existing profiles and modify them to represent characters at different points in their histories, even raising or lowering their rank.

ICONIC ITEMS AND BATTLE SUITS

Some of the profiles here include iconic items and battle suits that the characters own. Chapter 8: New Rules explains how items and suits work, and you might notice that some items in the profiles don't match the versions presented in Chapter 8. That reflects the fact that the character already has some of those powers on their own. To avoid confusion, the duplicate powers have been removed from the iconic items and battle suits in the profiles.

RELIANCES

The *Core Rulebook* includes a trait called Tech Reliance that covers how powers work when they rely on technology to operate. The *Avengers Expansion* also uses a trait called Magic Item Reliance, which was introduced in the *X-Men Expansion* but is repeated in Chapter 8 of this book for your convenience.

When a character has a reliance trait, it often affects only some of their powers rather than all of them. The player should make it clear which powers are affected by the trait and which are not.

Published profiles feature a symbol next to each affected power or power set. The one for Tech Reliance looks like this:

The one for Magic Item Reliance looks like this:

When one of these symbols appears next to a power in a character's profile, it affects that particular power. When it appears next to a power set in a profile, it affects all of the character's powers in that set.

9

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3-D MAN

Art by Francesco Mortarino & Federico Blee

RANK	KARMA
3	3

HEALTH	DAMAGE REDUCTION
90	-1

FOCUS	DAMAGE REDUCTION
90	—

SPEED
Run: 15
Climb: 8
Swim: 24
Jump: 8

INITIATIVE MODIFIER
+3

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
3 MELEE	13	+5
3 AGILITY	13	+3
3 RESILIENCE	13	+3
3 VIGILANCE	13	+3
2 EGO	12	+2
1 LOGIC	11	+1

DAMAGE

MELEE	MARVEL dMarvel × 5 MULTIPLIER	+	3 ABILITY
AGILITY	MARVEL dMarvel × 3 MULTIPLIER	+	3 ABILITY
EGO	MARVEL dMarvel × 3 MULTIPLIER	+	2 ABILITY
LOGIC	MARVEL dMarvel × 3 MULTIPLIER	+	1 ABILITY

TRAITS & TAGS

Traits
- Combat Reflexes
- **Connections:** Super Heroes
- Determination
- Famous
- Fearless

Tags
- Black Market Access
- Heroic
- Secret Identity
- Supernatural

BIOGRAPHY

Real Name: Delroy Garrett Jr.
Height: 6'2" **Weight:** 200 lbs.
Eyes: Brown **Hair:** Black
Gender: Male **Size:** Average
Distinguishing Features: None
Occupation: Adventurer
Origin: Magic
Teams: Agents of Atlas, Avengers, Skrull Kill Krew
Base: Mobile

History

Eons ago, mysterious forces conspired to create three shards of light, weapons capable of opposing an evil extradimensional pyramid known as the Triple-Evil. In the modern era, two of these shards found their way into the hands of a man named Jonathon Tremont, who used them to start a cult called the Triune Understanding. Only able to use one shard, Tremont sought a disciple who could use the other and found one in Delroy Garrett Jr.

Having recently lost his accreditation as an Olympic athlete by failing a drug test, Garrett came to the Triune Understanding seeking a new start. Sensing his compatibility, Tremont took him under his wing and infused Garrett with the fragment, granting him superhuman strength and speed.

Initially as Triathlon—then, later, as 3-D Man—Garrett made a name for himself in the world of super heroes, assisting the Avengers through several major crises and eventually earning a spot on the team. When the Triple-Evil arrived in the midst of one of Kang the Conqueror's attempts to take over Earth, Tremont betrayed Garrett and tried to take his shard. Garrett instead took the other shards from him and used them to stop both Kang and the Triple-Evil.

Since then, Garrett has been a member of several iterations of the Avengers. He distinguished himself as a critical member of the team during the original secret invasion, when his Skrull-detecting 3-D goggles allowed the authorities to root out the aliens. More recently, he proved his heroic stature again by acting as the team's mole within the anti-mutant organization Orchis. Though he isn't currently on the main Avengers roster, 3-D Man can still be counted on to come to their aid in times of need.

Personality

3-D Man is as quick with a joke as he is on his feet. Perpetually underestimated, he has a talent for foresight and strategy, making him immensely capable both on the battlefield and in the war room.

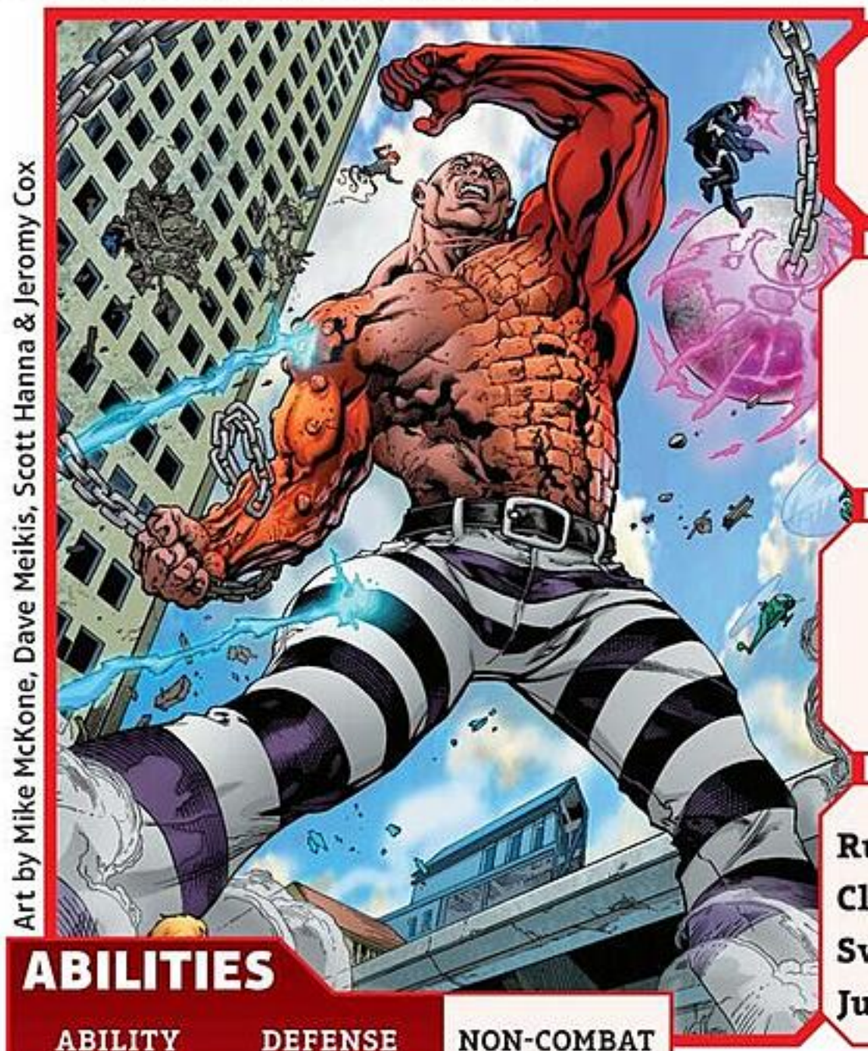
POWERS

Basic
- Heightened Senses 1
- Inspiration
- Mighty 2
- Sturdy 1

Super-Speed
- Blazing-Fast Fists
- Speed Run 1
- Speed Swim

Super-Strength
- Banging Heads
- Clobber
- Crushing Grip
- Immovable
- Quick Toss

ABSORBING MAN



Art by Mike McKone, Dave Meikis, Scott Hanna & Jeromy Cox

RANK	KARMA
4	—

HEALTH	DAMAGE REDUCTION
180	-1

FOCUS	DAMAGE REDUCTION
120	—

SPEED
Run: 5
Climb: 3
Swim: 3
Jump: 5

INITIATIVE MODIFIER +3

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
6 MELEE	16	+7
1 AGILITY	11	+1
6 RESILIENCE	16	+6
3 VIGILANCE	13	+3
3 EGO	13	+3
1 LOGIC	11	+1

DAMAGE

MELEE	MARVEL dMarvel	× 5 MULTIPLIER	+	6 ABILITY
AGILITY	MARVEL dMarvel	× 5 MULTIPLIER	+	1 ABILITY
EGO	MARVEL dMarvel	× 4 MULTIPLIER	+	3 ABILITY
LOGIC	MARVEL dMarvel	× 4 MULTIPLIER	+	1 ABILITY

TRAITS & TAGS

Traits
- Battle Ready
- Clueless
- **Connections:** Criminal
- Enduring Constitution
- Fearless
- Magic Item Reliance

Tags
- Black Market Access
- Convict
- Extreme Appearance (when using powers)
- Public Identity
- Streetwise
- Supernatural
- Villainous

BIOGRAPHY

Real Name: Carl "Crusher" Creel
Height: 6'4" **Weight:** 270 lbs.
Eyes: Blue **Hair:** None
Gender: Male **Size:** Average
Distinguishing Features: None
Occupation: Criminal
Origin: Magic
Teams: Astonishing Avengers, Gamma Flight, Masters of Evil
Base: New York City

History
As a low-level boxer and mob enforcer already saddled with a lengthy prison sentence, Crusher Creel's fate seemed set, and nobody expected much from him. Nobody except Loki.

Hoping to use Creel as a tool against Thor Odinson, the Trickster God slipped an enchanted serum into Creel's food, which granted him the ability to absorb the physical properties of anything he touched. Creel immediately turned himself into steel and smashed out of the joint, conveniently putting him right in Thor's path.

Creel overpowered the Thunder God and nearly killed him, but on the verge of defeat, Thor opened an underground pocket of helium and tricked Creel into absorbing its properties, literally turning the Absorbing Man into thin air.

Creel later reincorporated and made further attempts to menace Thor—and Thor's allies, like the Avengers—but these bouts almost always ended in the same way as his debut: with him accidentally defeating himself.

Eventually, Creel gave up on becoming a big-name solo villain and took a job with the Masters of Evil, where he fell in love with and married his teammate Titania. The pair settled down for a little while before returning to the field as independent mercenaries for hire. They try to keep their home and professional lives separate, but their career choices don't make it easy.

Personality
Despite his imposing appearance, Crusher Creel is a simple man of little ambition. He has kept on as a criminal mercenary because it's the thing he's best at and because he believes the authorities would never cut him any breaks. He'd be perfectly happy spending a quiet, middle-class life at home with Titania, but they both know that's not really in the cards.

POWERS

Basic
- Environmental Protection
- **Iconic Item:** Ball & Chain
- Mighty 1
- Sturdy 1

Melee Weapons (Blunt)
- Exploit
- Fast Attacks
- Vicious Attack

Narrative
- Absorption

Power Control (Limited to Touched Objects)
- Clone Powers
- Copy Power

Super-Strength
- Banging Heads
- Clobber
- Crushing Grip
- Immovable
- Jump 1
- Smash

ICONIC ITEM

Absorbing Man's Ball & Chain

Powers:
- Effect Options
- Returns When Thrown
- **Weapon:** Range: Reach +1/10, Melee/Agility Damage Multiplier bonus: +1/+1.

Restrictions:
- Carried
- **Use:** Must use the same effect options as the Absorbing Man.

Power Value: 1

ALL-FATHER THOR

Art by Alex Ross

RANK	KARMA
6	6

HEALTH	DAMAGE REDUCTION
240	-2

FOCUS	DAMAGE REDUCTION
120	—

SPEED
Run: 6
Climb: 3
Swim: 3
Jump: 3
Flight: 36

INITIATIVE MODIFIER +4

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
8 MELEE	17	+12
4 AGILITY	13	+4
8 RESILIENCE	18	+8
4 VIGILANCE	14	+4
5 EGO	15	+6
2 LOGIC	12	+2

DAMAGE

MELEE	MARVEL dMarvel	× 10 MULTIPLIER	+	8 ABILITY
AGILITY	MARVEL dMarvel	× 7 MULTIPLIER	+	4 ABILITY
EGO	MARVEL dMarvel	× 7 MULTIPLIER	+	5 ABILITY
LOGIC	MARVEL dMarvel	× 6 MULTIPLIER	+	2 ABILITY

TRAITS & TAGS

Traits
- Big (Reach 2)
- Clinician
- Combat Expert
- Combat Reflexes
- **Connections:** Outsiders
- Enhanced Physique
- Extra Occupation
- Fresh Eyes
- God Heritage
- Iron Will
- Magic Item Reliance
- Presence
- Stranger

Tags
- Authority
- **Enemy:** Gorr the God Butcher
- Heroic
- Powerful
- Public Identity
- Sorcerous
- Supernatural
- Worshipped
- Worthy (Mjolnir)

BIOGRAPHY

Real Name: Thor Odinson
Height: 6'6" **Weight:** 640 lbs.
Eyes: Blue **Hair:** Blond
Gender: Male **Size:** Big
Distinguishing Features: None
Occupation: Leader, Outsider
Origin: Mythic: Asgardian
Teams: Avengers, Gods of Asgard, Thor Corps
Base: Asgard

History
As the son of Odin—ruler of the Asgardian gods—Thor was destined for greatness. Raised alongside his adopted brother, Loki—the God of Mischief—Thor had many adventures as a youth. When Odin realized Thor needed to learn humility, he erased Thor's memories and sent him to Earth as medical student Donald Blake. After learning his lesson, the God of Thunder recovered his powers and memories and served both Asgard and Earth as Thor.

Following Thor's victory over Malekith in the War of the Realms and Odin's death, the Thunder God became the new All-Father of Asgard. Despite his status as Asgard's ruler, Thor still prefers to spend most of his time as an active hero.

These days, the All-Father's primary concern has been preparing for the coming of the Utgard gods—ancient deities who predate the Asgardians themselves. Against these unfathomably powerful creatures, even the All-Power may fail.

Personality
Thor can be grim when faced with his responsibilities, but he feels most himself when given something he can strike with his enchanted hammer, Mjolnir—preferably a worthy foe. There is little he enjoys more than a drink with his compatriots after a well-fought battle. Despite all his time on Earth—and in America—he still speaks with an Asgardian accent and often in an old-fashioned way.

POWERS

Basic
- Discipline 1
- Flight 2
- **Iconic Item:** Mjolnir
- Mighty 4
- Sturdy 2

Elemental Control (Electricity)
- Elemental Barrage
- Elemental Blast
- Elemental Burst
- Elemental Push
- Elemental Ricochet

Power Control
- Power Slider (Need) (represents the All-Power)

Weather Control
- Control Fog
- Control Weather 4
- Thunder
- Weather Chill
- Weather Warm

ICONIC ITEM

Mjolnir

Powers:
- Asgardian Transformation
- Summon Portal
- Summonable
- Uru
- **Weapon:** Range: Reach/Unlimited, Melee/Agility Dama Multiplier bonus: +1.

Restrictions:
- Can only be used by someone with the Worthy tag.
- Carried
- Flashy

Power Value: 22 (2 for Thor, since he already has most of the powers granted)

ALL-FATHER THOR

Art by Alex Ross

RANK	KARMA
6	6

HEALTH	DAMAGE REDUCTION
240	-2

FOCUS	DAMAGE REDUCTION
120	—

SPEED
Run: 6
Climb: 3
Swim: 3
Jump: 3
Flight: 36

INITIATIVE MODIFIER +4

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
8 MELEE	17	+12
4 AGILITY	13	+4
8 RESILIENCE	18	+8
4 VIGILANCE	14	+4
5 EGO	15	+6
2 LOGIC	12	+2

DAMAGE

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AGILITY	MARVEL dMarvel	× 7 MULTIPLIER	+	4 ABILITY
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LOGIC	MARVEL dMarvel	× 6 MULTIPLIER	+	2 ABILITY

TRAITS & TAGS

Traits
- Big (Reach 2)
- Clinician
- Combat Expert
- Combat Reflexes
- **Connections:** Outsiders
- Enhanced Physique
- Extra Occupation
- Fresh Eyes
- God Heritage
- Iron Will
- Magic Item Reliance
- Presence
- Stranger

Tags
- Authority
- **Enemy:** Gorr the God Butcher
- Heroic
- Powerful
- Public Identity
- Sorcerous
- Supernatural
- Worshipped
- Worthy (Mjolnir)

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Basic
- Discipline 1
- Flight 2
- **Iconic Item:** Mjolnir
- Mighty 4
- Sturdy 2

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- Elemental Barrage
- Elemental Blast
- Elemental Burst
- Elemental Push
- Elemental Ricochet

Power Control
- Power Slider (Need) (represents the All-Power)

Weather Control
- Control Fog
- Control Weather 4
- Thunder
- Weather Chill
- Weather Warm

ICONIC ITEM

Mjolnir

Powers:
- Asgardian Transformation
- Summon Portal
- Summonable
- Uru
- **Weapon:** Range: Reach/Unlimited, Melee/Agility Dama Multiplier bonus: +1.

Restrictions:
- Can only be used by someone with the Worthy tag.
- Carried
- Flashy

Power Value: 22 (2 for Thor, since he already has most of the powers granted)

AMERICAN DREAM

Art by Ron Frenz, Scott Koblish & Avalon Studios

RANK	KARMA
3	3

HEALTH	DAMAGE REDUCTION
60	-3

FOCUS	DAMAGE REDUCTION
120	—

SPEED
Run: 5
Climb: 3
Swim: 3
Jump: 3

INITIATIVE MODIFIER +4

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
2 MELEE	12	+2
3 AGILITY	13	+3
2 RESILIENCE	12	+2
4 VIGILANCE	14	+4
3 EGO	13	+3
1 LOGIC	11	+1

DAMAGE

MELEE	MARVEL dMarvel	× 4 MULTIPLIER	+	2 ABILITY
AGILITY	MARVEL dMarvel	× 4 MULTIPLIER	+	3 ABILITY
EGO	MARVEL dMarvel	× 3 MULTIPLIER	+	3 ABILITY
LOGIC	MARVEL dMarvel	× 3 MULTIPLIER	+	1 ABILITY

TRAITS & TAGS

Traits
- Combat Reflexes
- **Connections:** Super Heroes
- Determination
- Extraordinary Origin
- Fearless
- Presence
- Weird

Tags
- Black Market Access
- **Headquarters:** Avengers Mansion
- Heroic
- Secret Identity (known to allies)
- **Signature Weapon:** Mini-Shield Discs (ranged weapon; acts as pistol)

BIOGRAPHY

Real Name: Shannon Carter
Height: 6'2" **Weight:** 163 lbs.
Eyes: Blue **Hair:** Blond
Gender: Female **Size:** Average
Distinguishing Features: None
Occupation: Adventurer
Origin: Special Training, Weird Science
Teams: A-Next, Dream Team
Base: New York City (Earth-982)

History

After her parents died in a car wreck, Shannon Carter was taken in by her father's cousin, Peggy Carter. As a retired secret agent, Peggy regaled her new ward with tales of her days adventuring with Captain America (Steve Rogers), tales that eventually inspired Shannon to start combat training.

With Peggy's help, Shannon obtained a job as a tour guide at Avengers Mansion, and from there, she worked her way into the ranks of the newest incarnation of the Avengers, colloquially known as A-Next. With the team's help, she later discovered that the original Captain America (Steve Rogers) of her world—who was long thought dead—was actually trapped in an alternate dimension overrun by Hydra (Earth-9907). Shannon helped Rogers return home, and along the way, she wound up gaining the shield of that world's deceased Captain America.

Rogers went on to assist A-Next and mentor Shannon in advanced combat techniques, but time had taken its toll on the man. He was neither as strong nor as fast as he used to be. Soon enough, he fell in battle while helping the team defend the world from Loki, leaving American Dream as the last bearer of the Stars and Stripes on Earth-982.

But rest assured—if anyone can live up to Rogers' legacy, it's Shannon Carter.

Personality

Though American Dream may lack Captain America's wealth of experience, she could easily match him in a contest of sheer determination and moral conviction. She's also a brilliant and charismatic leader, not to mention a good friend. She has a particularly strong relationship with her team's frequent ally, the amazing Spider-Girl (Mayday Parker).

POWERS

Basic
- **Iconic Item:** Captain America (Earth-9907)'s Shield
- Inspiration

Shield Bearer
- Hurled Shield Bash
- Hurled Shield Block
- Rico-Shield
- Shield 2 (Shield 3 with Iconic Item)
- Shield Bash
- Shield Deflection

Tactics
- Change of Plans
- Combat Support
- Keep Moving

Iconic Item

Captain America's Shield

Powers:
- Reduced Focus
- Shield 1
- Stackable
- **Weapon:** Range: Reach/10, Melee/Agility Damage Multiplierbonus: +1.

Restrictions:
- Carried
- Flashy
- **Requires:** Shield 1 power

Power Value: 1

AMERICAN DREAM

Art by Ron Frenz, Scott Koblish & Avalon Studios

RANK	KARMA
3	3

HEALTH	DAMAGE REDUCTION
60	-3

FOCUS	DAMAGE REDUCTION
120	—

SPEED
Run: 5
Climb: 3
Swim: 3
Jump: 3

INITIATIVE MODIFIER +4

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
2 MELEE	12	+2
3 AGILITY	13	+3
2 RESILIENCE	12	+2
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3 EGO	13	+3
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TRAITS & TAGS

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Teams: A-Next, Dream Team
Base: New York City (Earth-982)

History

After her parents died in a car wreck, Shannon Carter was taken in by her father's cousin, Peggy Carter. As a retired secret agent, Peggy regaled her new ward with tales of her days adventuring with Captain America (Steve Rogers), tales that eventually inspired Shannon to start combat training.

With Peggy's help, Shannon obtained a job as a tour guide at Avengers Mansion, and from there, she worked her way into the ranks of the newest incarnation of the Avengers, colloquially known as A-Next. With the team's help, she later discovered that the original Captain America (Steve Rogers) of her world—who was long thought dead—was actually trapped in an alternate dimension overrun by Hydra (Earth-9907). Shannon helped Rogers return home, and along the way, she wound up gaining the shield of that world's deceased Captain America.

Rogers went on to assist A-Next and mentor Shannon in advanced combat techniques, but time had taken its toll on the man. He was neither as strong nor as fast as he used to be. Soon enough, he fell in battle while helping the team defend the world from Loki, leaving American Dream as the last bearer of the Stars and Stripes on Earth-982.

But rest assured—if anyone can live up to Rogers' legacy, it's Shannon Carter.

Personality

Though American Dream may lack Captain America's wealth of experience, she could easily match him in a contest of sheer determination and moral conviction. She's also a brilliant and charismatic leader, not to mention a good friend. She has a particularly strong relationship with her team's frequent ally, the amazing Spider-Girl (Mayday Parker).

POWERS

Basic
- **Iconic Item:** Captain America (Earth-9907)'s Shield
- Inspiration

Shield Bearer
- Hurled Shield Bash
- Hurled Shield Block
- Rico-Shield
- Shield 2 (Shield 3 with Iconic Item)
- Shield Bash
- Shield Deflection

Tactics
- Change of Plans
- Combat Support
- Keep Moving

Iconic Item

Captain America's Shield

Powers:
- Reduced Focus
- Shield 1
- Stackable
- **Weapon:** Range: Reach/10, Melee/Agility Damage Multiplierbonus: +1.

Restrictions:
- Carried
- Flashy
- **Requires:** Shield 1 power

Power Value: 1

ARES

Art by Ed McGuinness, Dexter Vines & GURU-eFX

RANK	KARMA
4	—

HEALTH	DAMAGE REDUCTION
120	—

FOCUS	DAMAGE REDUCTION
150	—

SPEED	INITIATIVE MODIFIER
Run: 5 **Climb:** 3 **Swim:** 3 **Jump:** 3	+4E

ABILITIES

	ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
MELEE	5	15	+7
AGILITY	3	13	+4
RESILIENCE	4	14	+4
VIGILANCE	4	14	+4
EGO	1	11	+1
LOGIC	3	13	+3

DAMAGE

MELEE	MARVEL dMarvel	× 6 MULTIPLIER	+	5 ABILITY
AGILITY	MARVEL dMarvel	× 5 MULTIPLIER	+	3 ABILITY
EGO	MARVEL dMarvel	× 4 MULTIPLIER	+	1 ABILITY
LOGIC	MARVEL dMarvel	× 4 MULTIPLIER	+	3 ABILITY

TRAITS & TAGS

Traits
- Battle Ready
- Bloodthirsty
- Combat Expert
- **Connections:** Military
- **Connections:** Outsiders
- Determination
- Enhanced Physique
- Extra Occupation
- Fresh Eyes
- God Heritage
- Situational Awareness
- Stranger

Tags
- Public Identity
- Supernatural
- Worshipped

BIOGRAPHY

Real Name: Ares
Height: 6'1" **Weight:** 500 lbs.
Eyes: Brown **Hair:** Brown
Gender: Male **Size:** Average
Distinguishing Features: Mohawk
Occupation: Military, Outsider
Origin: Mythic: Olympian
Teams: Dark Avengers, Mighty Avengers
Base: Mobile

History

As the Olympian god of war, Ares has had a hand in humanity's conflicts for as long as the species has existed. Although he visited Earth to intervene in existing wars and foment new ones, he rarely spent extended periods on the planet—until the modern era, when his son Phobos was born.

Weary of war and eager to see more of the human world, Ares moved to Earth with his son and took on the guise of a humble carpenter named John Aaron. For the first decade of his life, Phobos thought he was nothing more than a poor kid named Alex Aaron. But eventually, Olympus came calling for Ares' assistance, and Phobos learned the truth.

Though the pair kept trying to maintain their peaceful life on Earth, circumstances continued to pull them back into the sphere of gods and heroes. After the first superhuman civil war, Ares joined the Avengers, while Phobos was pressed into the Secret Warriors. Ares stayed with the team after the Iron Patriot (Norman Osborn) took it over. When he realized that Osborn had been lying to him, he attacked Osborn—who had the Sentry tear Ares in half. Shortly thereafter, Phobos died at the hands of Gorgon (Tomi Shishido), and father and son reunited in Elysium.

The Collector later pulled Ares out of the Olympian afterlife, and without his son to keep him grounded, the god of war redoubled his efforts to foment bloodshed on Earth. However, before he could start any major wars, Ares was sent to rejoin his son in Elysium by the Punisher (Frank Castle) but has since returned to Earth.

Personality

Ares may be a bloodthirsty god of war, but he is not a mindless berserker. Outside the heat of battle, he can be a brilliant tactician and a levelheaded negotiator. The only thing he can't accept, no matter the circumstances, is defeat.

POWERS

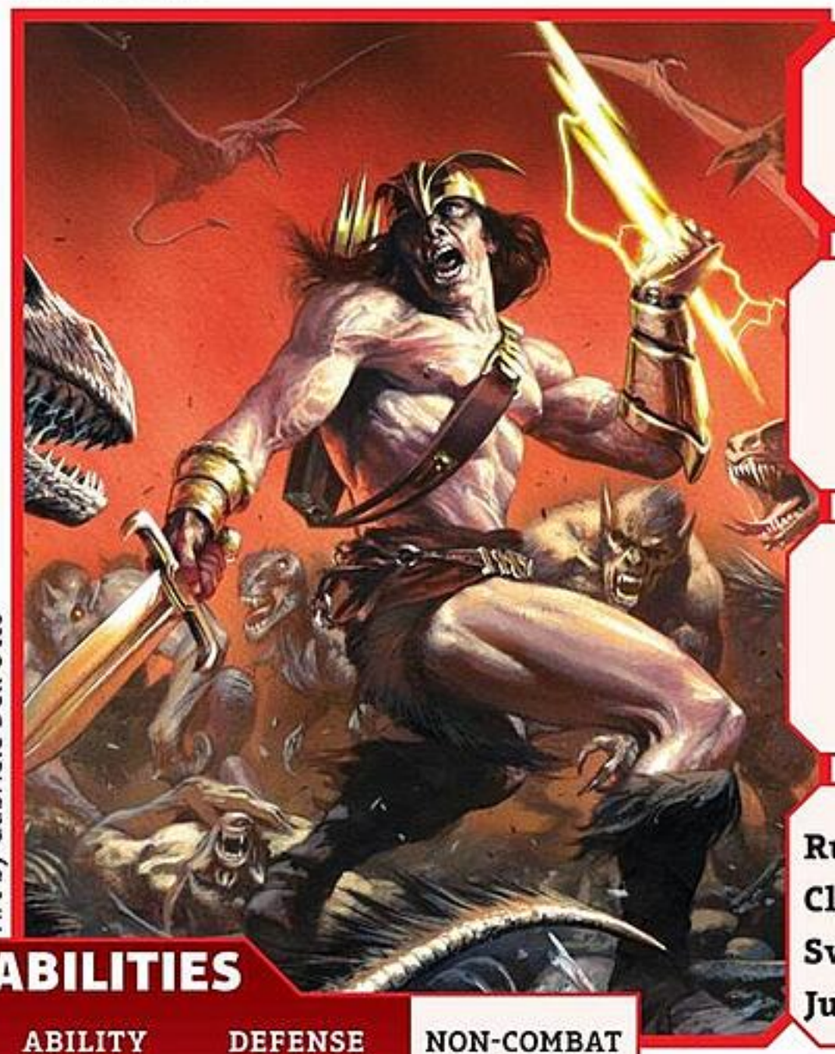
Basic
- Accuracy 1
- Inspiration
- Mighty 2

Melee Weapons (Sharp)
- Exploit
- Fast Attacks
- Focused Fury
- Riposte
- Vicious Attack

Ranged Weapons
- Double Tap
- Stopping Power

Tactics
- Battle Plan
- Change of Plans
- Combat Support
- Focus Fire
- Keep Moving
- Operations Center

ARKON



Art by Gabriele Dell'Otto

RANK	KARMA
4	—

HEALTH	DAMAGE REDUCTION
150	-2

FOCUS	DAMAGE REDUCTION
150	—

SPEED	INITIATIVE MODIFIER
Run: 5 **Climb:** 3 **Swim:** 3 **Jump:** 3	+4

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
4 MELEE	14	+6
4 AGILITY	14	+6
5 RESILIENCE	15	+5
4 VIGILANCE	14	+4
2 EGO	12	+2
1 LOGIC	11	+1

DAMAGE

MELEE	MARVEL dMarvel	× 6 MULTIPLIER	+ 4	ABILITY
AGILITY	MARVEL dMarvel	× 6 MULTIPLIER	+ 4	ABILITY
EGO	MARVEL dMarvel	× 4 MULTIPLIER	+ 2	ABILITY
LOGIC	MARVEL dMarvel	× 4 MULTIPLIER	+ 1	ABILITY

TRAITS & TAGS

Traits
- Battle Ready
- Combat Reflexes
- **Connections:** Outsiders
- Extra Occupation
- Fresh Eyes
- Magic Item Reliance
- Presence
- Public Speaking
- Stranger

Tags
- Alien Heritage
- Authority
- Powerful
- Public Identity

BIOGRAPHY

Real Name: Arkon
Height: 6' **Weight:** 400 lbs.
Eyes: Brown **Hair:** Brown
Gender: Male **Size:** Average
Distinguishing Features: None
Occupation: Leader, Outsider
Origin: Alien
Teams: None
Base: Weirdworld

History
A naturally fearsome fighter, Arkon is the ruler of Polemachus, an alien planet trapped in a mysterious extradimensional realm. As the magnificent Imperion, he single-handedly united the warring tribes, creating a paradise in which their innumerable warriors could fight and drink to their hearts' content.

Then disaster struck. The glowing planetary rings that gave Polemachus heat and light spontaneously began to dim, plunging the world into freezing darkness. Its people were on the verge of extinction when nuclear radiation from Earth slipped the dimensional barriers and injected new warmth into Polemachus.

Arkon decided to ensure his people's permanent preservation by going to Earth and detonating a much larger nuke. Using a combination of science and magic, he and his followers traveled to Earth and created a bomb capable of destroying the entire planet. The Avengers tried their best to stop the detonation, but Arkon handily beat them back. Complete global destruction was averted only by the quick thinking of Iron Man, who used his technological expertise to restore Polemachus' rings and convince the warlord to return home.

After the Multiverse was destroyed and revived as the Eighth Cosmos, Arkon found himself stranded on Weirdworld. He continues to search for lost Polemachus.

Personality
Arkon is fiercely protective of Polemachus and would gladly destroy a galaxy to ensure the safety of his people. An itinerant warrior, he revels in battle and treats anyone too weak to fight as a lesser being hardly worthy of his notice.

POWERS

Basic
- Accuracy 2
- **Iconic Item:** Arkon's Lightning Bolts
- Inspiration
- Mighty 2
- Sturdy 2

Martial Arts
- Banging Heads
- Crushing Grip
- Grappling Technique

Melee Weapons (Sharp)
- Exploit
- Fast Attacks
- Focused Fury
- Furious Attacks
- Vicious Attack
- Whirling Frenzy

Iconic Item

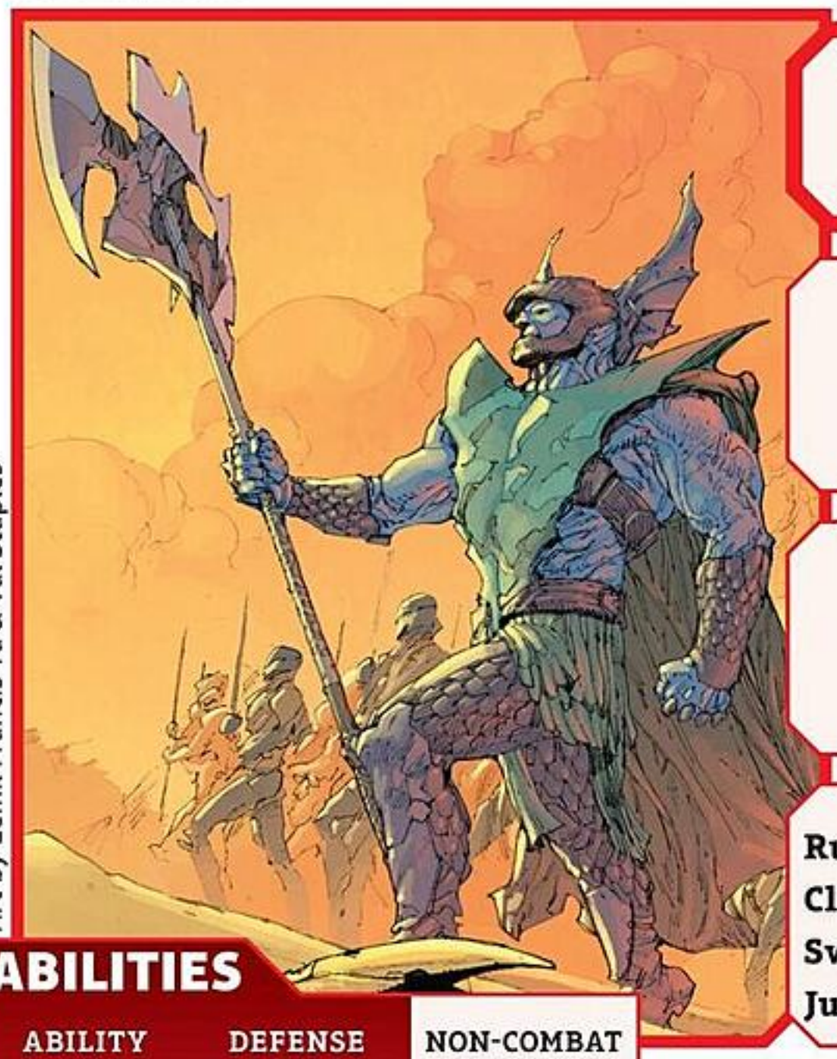
Arkon's Lightning Bolts

Powers:
- Elemental Blast (Electricity)
- Elemental Burst (Electricity)
- **Weapon:** Range: 10 spaces, Agility Damage Multiplier bonus: +1.

Restrictions:
- Carried
- Flashy

Power Value: 1

ATTUMA



Art by Leinil Francis Yu & Val Staples

RANK	KARMA
4	—

HEALTH	DAMAGE REDUCTION
120	-2

FOCUS	DAMAGE REDUCTION
120	—

SPEED
Run: 6
Climb: 3
Swim: 12
Jump: 3

INITIATIVE MODIFIER +3

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
7 MELEE	16	+10
2 AGILITY	11	+2
4 RESILIENCE	14	+4
3 VIGILANCE	13	+3
3 EGO	13	+3
1 LOGIC	11	+1

DAMAGE

MELEE	dMarvel	× 7 MULTIPLIER	+	7 ABILITY
AGILITY	dMarvel	× 4 MULTIPLIER	+	2 ABILITY
EGO	dMarvel	× 4 MULTIPLIER	+	3 ABILITY
LOGIC	dMarvel	× 4 MULTIPLIER	+	1 ABILITY

TRAITS & TAGS

Traits
- Battle Ready
- Big (Reach 2)
- Breathe Different
- Combat Expert
- Enhanced Physique
- Presence
- Public Speaking

Tags
- Amphibious
- Authority
- Extreme Appearance
- Powerful
- Public Identity
- Villainous

BIOGRAPHY

Real Name: Attuma
Height: 6'10" **Weight:** 430 lbs.
Eyes: Brown **Hair:** Black
Gender: Male **Size:** Big
Distinguishing Features: Atlantean with blue skin, gills, pointed ears
Occupation: Leader
Origin: Atlantean
Teams: Skarka Warrior Tribe
Base: Attumacht Trench, Atlantic Ocean

History
An undersea king whose power is nearly unrivaled, Attuma is the leader of a tribe of *Homo mermanus* called the Skarka. Exiled from Atlantis millennia ago—cut off from the more civilized aspects of undersea life—they became a violent and nomadic people who had to survive through raiding and pillaging nearby tribes.

Believing himself to be the rightful ruler of Atlantis, Attuma has led many a siege against the undersea nation but was thwarted by Namor and his surface-dweller friends. Bitter about their interference, he has made many attempts to invade the surface world or otherwise make it inhospitable to humans, only to be foiled on that front as well.

Attuma and Namor remain the bitterest of enemies, but despite this, they are capable of putting aside their differences and working together when Atlantis is threatened. Unfortunately, they don't always succeed.

Over the years, Attuma has been invader, protector and king of Atlantis, but the city now lies in ruin and the old ways have been abandoned. Once again, he leads the Skarka through the deepest sea trenches as they fight to survive.

Personality
Attuma was born to battle, and it shows. A strong believer in might makes right, he is well suited to lead the Skarka and is determined to do whatever it takes for them to survive. No alliance, no battle and no act is too unthinkable in the name of protecting his people and himself.

Attuma is a chosen one, a king and a liberator to his people. His way of life is one of violence, but as a nearly unparalleled undersea warrior, that suits him fine. Although he is familiar with the sting of defeat, the despot has yet to dull his ego or ambitions.

POWERS

Basic
- Heightened Senses 1
- Inspiration
- Mighty 3
- Sturdy 2

Melee Weapons (Sharp)
- Fast Attacks
- Riposte
- Vicious Attack
- Whirling Frenzy

Super-Speed
- Speed Swim

Super-Strength
- Clobber
- Crushing Grip
- Immovable
- Quick Toss
- Smash

AVENGER PRIME

Art by Ruairí Coleman, Adriano Di Benedetto & Andrew Cramer

RANK	KARMA
6	6

HEALTH	DAMAGE REDUCTION
210	—

FOCUS	DAMAGE REDUCTION
120	—

SPEED
Run: 5
Climb: 3
Swim: 3
Jump: 3

INITIATIVE MODIFIER +4

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
3 MELEE	13	+4
4 AGILITY	14	+5
7 RESILIENCE	17	+7
4 VIGILANCE	14	+4
8 EGO	18	+9
5 LOGIC	15	+6

DAMAGE

MELEE	MARVEL dMarvel × 7 MULTIPLIER	+	3 ABILITY
AGILITY	MARVEL dMarvel × 7 MULTIPLIER	+	4 ABILITY
EGO	MARVEL dMarvel × 7 MULTIPLIER	+	8 ABILITY
LOGIC	MARVEL dMarvel × 7 MULTIPLIER	+	5 ABILITY

TRAITS & TAGS

Traits
- Combat Reflexes
- **Connections:** Outsiders
- Dealmaker
- Enhanced Physique
- Font of Information
- Fresh Eyes
- Glibness
- God Heritage
- Leverage
- Presence
- Stranger

Tags
- Heroic
- Public Identity
- Sorcerous
- Supernatural
- Worshipped

POWERS

Basic
- Accuracy 1
- Brilliance 1
- Combat Trickery
- Discipline 1
- Disguise
- Healing Factor
- Inspiration
- Mighty 1
- Shape-Shift

Magic (Sorcery Set)
- Bolts of Balthakk
- Dispel Spell
- Flames of the Faltine
- Icy Tendrils of Ikthalon
- Images of Ikonn
- Shield of the Seraphim (20 points to shatter)
- Summon Portal

Tactics
- Battle Plan
- Change of Plans

Telekinesis
- Telekinetic Attack
- Telekinetic Manipulation

Telepathy
- ESP
- Mind Reading
- Telepathic Blast
- Telepathic Link
- Telepathic Network

BIOGRAPHY

Real Name: Loki Laufeyson
Height: 6'4" **Weight:** 525 lbs.
Eyes: Green **Hair:** Black
Gender: Male **Size:** Average
Distinguishing Features: None
Occupation: Outsider
Origin: Mythic: Asgardian
Teams: Multiversal Avengers
Base: God Quarry

History
On Earth-18201, Mjolnir deemed Thor worthy only of death and tossed him into the sun. With Odin brokenhearted, Loki became All-Father, but this triumph brought him little joy. To figure out why, he turned to other versions of himself across the Multiverse, but all the Lokis he found were cruel villains who inspired the creation of heroic teams like the Avengers.

Determined to avoid such a fate, Loki prevented the Avengers of his reality from assembling. He soon wound up fighting the things the Avengers would have faced—at the ultimate cost of every other life in his universe. Filled with despair, he threw himself into the sun.

Life, however, was not done with Loki, and the trickster awoke to find himself in the God Quarry. Taking his miraculous deliverance as a sign from the cosmos, Loki adopted the codename Avenger Prime and dedicated himself to bettering the Multiverse. To that end, he assembled the Multiversal Avengers, the mightiest group of heroes in all existence. They've already prevented the destruction of reality at least once, and if Avenger Prime has anything to say about it, they will fight to preserve the Multiverse for many years to come.

Personality
Though this version of Loki still has a certain penchant for the theatrical, he is a far more serious person than his Earth-616 counterpart. Avenger Prime is laser focused on his goal of protecting the Multiverse and rarely ever jokes or gloats, save during the odd moment of victory.

AVENGER PRIME

Art by Ruairí Coleman, Adriano Di Benedetto & Andrew Cramer

RANK	KARMA
6	6

HEALTH	DAMAGE REDUCTION
210	—

FOCUS	DAMAGE REDUCTION
120	—

SPEED
Run: 5
Climb: 3
Swim: 3
Jump: 3

INITIATIVE MODIFIER +4

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
3 MELEE	13	+4
4 AGILITY	14	+5
7 RESILIENCE	17	+7
4 VIGILANCE	14	+4
8 EGO	18	+9
5 LOGIC	15	+6

DAMAGE

MELEE	MARVEL dMarvel × 7 MULTIPLIER	+	3 ABILITY
AGILITY	MARVEL dMarvel × 7 MULTIPLIER	+	4 ABILITY
EGO	MARVEL dMarvel × 7 MULTIPLIER	+	8 ABILITY
LOGIC	MARVEL dMarvel × 7 MULTIPLIER	+	5 ABILITY

TRAITS & TAGS

Traits
- Combat Reflexes
- **Connections:** Outsiders
- Dealmaker
- Enhanced Physique
- Font of Information
- Fresh Eyes
- Glibness
- God Heritage
- Leverage
- Presence
- Stranger

Tags
- Heroic
- Public Identity
- Sorcerous
- Supernatural
- Worshipped

POWERS

Basic
- Accuracy 1
- Brilliance 1
- Combat Trickery
- Discipline 1
- Disguise
- Healing Factor
- Inspiration
- Mighty 1
- Shape-Shift

Magic (Sorcery Set)
- Bolts of Balthakk
- Dispel Spell
- Flames of the Faltine
- Icy Tendrils of Ikthalon
- Images of Ikonn
- Shield of the Seraphim (20 points to shatter)
- Summon Portal

Tactics
- Battle Plan
- Change of Plans

Telekinesis
- Telekinetic Attack
- Telekinetic Manipulation

Telepathy
- ESP
- Mind Reading
- Telepathic Blast
- Telepathic Link
- Telepathic Network

BIOGRAPHY

Real Name: Loki Laufeyson
Height: 6'4" **Weight:** 525 lbs.
Eyes: Green **Hair:** Black
Gender: Male **Size:** Average
Distinguishing Features: None
Occupation: Outsider
Origin: Mythic: Asgardian
Teams: Multiversal Avengers
Base: God Quarry

History
On Earth-18201, Mjolnir deemed Thor worthy only of death and tossed him into the sun. With Odin brokenhearted, Loki became All-Father, but this triumph brought him little joy. To figure out why, he turned to other versions of himself across the Multiverse, but all the Lokis he found were cruel villains who inspired the creation of heroic teams like the Avengers.

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Personality
Though this version of Loki still has a certain penchant for the theatrical, he is a far more serious person than his Earth-616 counterpart. Avenger Prime is laser focused on his goal of protecting the Multiverse and rarely ever jokes or gloats, save during the odd moment of victory.

BLACK DWARF

Art by InHyuk Lee

RANK	KARMA
4	—

HEALTH	DAMAGE REDUCTION
180	-3

FOCUS	DAMAGE REDUCTION
150	—

SPEED

Run: 6
Climb: 3
Swim: 3
Jump: 24

INITIATIVE MODIFIER +4E

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
6 MELEE	15	+10
1 AGILITY	10	+1
6 RESILIENCE	16	+6
4 VIGILANCE	14	+4
1 EGO	11	+1
2 LOGIC	12	+2

DAMAGE

MELEE	MARVEL dMarvel	× 8 MULTIPLIER	+	6 ABILITY
AGILITY	MARVEL dMarvel	× 4 MULTIPLIER	+	1 ABILITY
EGO	MARVEL dMarvel	× 4 MULTIPLIER	+	1 ABILITY
LOGIC	MARVEL dMarvel	× 4 MULTIPLIER	+	2 ABILITY

TRAITS & TAGS

Traits

- Battle Ready
- Berserker
- Big (Reach 2)
- **Connections:** Military (Thanos' army)
- Enduring Constitution
- Fearless
- Situational Awareness

Tags

- Alien Heritage
- Extreme Appearance
- Public Identity
- **Signature Weapon:** Ax (acts as sword)
- Villainous

BIOGRAPHY

Real Name: Black Dwarf
Height: 7'3" **Weight:** 669 lbs.
Eyes: Yellow
Hair: None (brown tendrils on head resemble hair)
Gender: Male **Size:** Big
Distinguishing Features: Bright yellow eyes, scaly skin, spiked fists, sharpened teeth, tendrils for hair
Occupation: Military
Origin: Alien
Teams: Black Order
Base: Mobile

History

Despite being the largest and angriest member of Thanos' Black Order, Black Dwarf may have the worst track record of all the Titan's generals. During Thanos' last invasion of Earth, Dwarf led a costly and ultimately pointless campaign into Wakanda. In an attempt to make up for his mistakes, Dwarf tried to take on the Avengers all on his own. He was almost immediately killed.

Months later, Dwarf was resurrected, long after Thanos himself had perished. With nowhere else to go, Dwarf returned to the company of his old comrades in the Black Order.

These days, the Order works as mass killers for hire. They take any job that pays and at least piques their interest.

Personality

Black Dwarf cares little for what may be technically correct on a tactical level. If the other members of the Black Order are scalpels, Dwarf is a hammer. He overwhelms his enemies with raw strength, attacking with reckless and joyful abandon.

Although he may have a short temper, Dwarf is not, as many have assumed him to be, stupid. Like all of Thanos' former generals, he speaks in a sophisticated and formal manner and maintains a subtle air of superiority at all times.

POWERS

Basic

- Mighty 4
- Sturdy 3

Melee Weapons (Sharp)

- Hit & Run
- Vicious Attack

Super-Strength

- Banging Heads
- Clobber
- Crushing Grip
- Ground-Shaking Stomp
- Immovable
- Jump 2
- Quick Toss
- Smash

BLACK ANT

Art by Arthur Adams & Peter Steigerwald

RANK	KARMA
3	—

HEALTH	DAMAGE REDUCTION
120	—

FOCUS	DAMAGE REDUCTION
90	—

SPEED
Run: 5
Climb: 3
Swim: 3
Jump: 3

INITIATIVE MODIFIER
+3

ABILITIES

	ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
MELEE	3	13	+4
AGILITY	4	14	+4
RESILIENCE	4	14	+4
VIGILANCE	3	13	+3
EGO	0	10	+0
LOGIC	1	11	+1

DAMAGE

MELEE	MARVEL dMarvel	× 4 MULTIPLIER	+	3 ABILITY
AGILITY	MARVEL dMarvel	× 3 MULTIPLIER	+	4 ABILITY
EGO	MARVEL dMarvel	× 3 MULTIPLIER	+	0 ABILITY
LOGIC	MARVEL dMarvel	× 3 MULTIPLIER	+	1 ABILITY

TRAITS & TAGS

Traits
- Abrasive
- **Connections:** Super Villains
- Enduring Constitution
- Extraordinary Origin
- Fearless
- Tech Reliance

Tags
- A.I.
- Black Market Access
- Public Identity
- Villainous

BIOGRAPHY

Real Name: Eric O'Grady
Height: Varies, normally 5'9"
Weight: Varies, normally 168 lbs.
Eyes: Green **Hair:** Red
Gender: Male **Size:** Average
Distinguishing Features: None
Occupation: Adventurer
Origin: High Tech: Android, High Tech: Pym Particles
Teams: Lethal Legion, Secret Avengers
Base: Mobile

History
During a brief period when the second Ant-Man (Scott Lang) was thought dead, S.H.I.E.L.D. hired the original Ant-Man (Hank Pym) to create a new version of the hero. The organization planned to hold tryouts among their top members to pick a new Ant-Man based on their performance, but before S.H.I.E.L.D. could make a decision, an unscrupulous low-level agent named Eric O'Grady stole Pym's Ant-Man suit and ran off, dreaming of evading the law while achieving fame and fortune as an independent adventurer. He ultimately failed on both counts, though after he was captured and brought back home, S.H.I.E.L.D. decided to let him keep being Ant-Man.

During a mission with the Secret Avengers, O'Grady was killed by a race of evil androids known as the Descendants and secretly replaced with a robotic replica. Going under the codename Black Ant, this evil version of O'Grady attempted to wipe out the Avengers, but before he could, Valkyrie (Brunnhilde) uncovered the deception and destroyed him.

Black Ant was later rebuilt by the Mad Thinker and briefly enlisted into the Hood's Illuminati before being betrayed by his own team and once again destroyed. He later reappeared in the employ of Taskmaster, working as a mercenary.

Personality
Even when he was a human, Black Ant was a creature of greed and opportunism driven primarily by his hedonistic impulses. He struggles with his existence as a Life-Model Decoy and grows increasingly disillusioned with his lot in life every time his body is rebuilt.

POWERS

Basic
- Mighty 1

Elemental Control (Energy)
- Elemental Blast
- Elemental Burst

Resize
- Grow 2
- Resize Object
- Shrink 4
- Shrinking Dodge

Telepathy
- Animal Communication (bugs)

BLACK KNIGHT

Art by Ron Lim & Israel Silva

RANK	KARMA
4	4

HEALTH	DAMAGE REDUCTION
90	-1

FOCUS	DAMAGE REDUCTION
120	—

SPEED
Run: 5
Climb: 3
Swim: 3
Jump: 3

INITIATIVE MODIFIER +4E

ABILITIES

	ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
MELEE	6	16	+8
AGILITY	2	12	+2
RESILIENCE	3	13	+3
VIGILANCE	4	14	+4
EGO	2	12	+2
LOGIC	3	13	+3

DAMAGE

MELEE	MARVEL dMarvel	× 6 MULTIPLIER	+ 6 ABILITY	
AGILITY	MARVEL dMarvel	× 4 MULTIPLIER	+ 2 ABILITY	
EGO	MARVEL dMarvel	× 4 MULTIPLIER	+ 2 ABILITY	
LOGIC	MARVEL dMarvel	× 4 MULTIPLIER	+ 3 ABILITY	

TRAITS & TAGS

Traits
- Berserker
- **Connections:** Super Heroes
- Extra Occupation
- Fearless
- Inventor
- Iron Will
- Magic Item Reliance
- Scientific Expertise
- Situational Awareness

Tags
- Black Market Access
- Heroic
- Lab Access
- Secret Identity
- Sorcerous
- Supernatural

BIOGRAPHY

Real Name: Dane Whitman
Height: 6' **Weight:** 190 lbs.
Eyes: Brown **Hair:** Brown
Gender: Male **Size:** Average
Distinguishing Features: None
Occupation: Adventurer, Scientist
Origin: Magic: Sorcery
Teams: Avengers, Defenders, Savage Avengers
Base: Garrett Castle

History

Centuries ago, the great wizard Merlin, having either forged or found the cursed Ebony Blade (stories differ), gifted the weapon to the one man he trusted to wield it: the loyal Sir Percival. True to his word, Percival faithfully executed the will of King Arthur as the brutal but noble Black Knight.

When Percival died, he passed the blade down to his descendants, and they onto theirs, and so on into the modern era, when it passed into the hands of the unscrupulous Nathan Garrett.

Though the blade rejected Garrett, he nonetheless took on the title of Black Knight and set out to seek fame and fortune with the Masters of Evil. Shortly thereafter, he sustained fatal injuries battling Iron Man (Tony Stark) and, having seen the error of his ways, used his final hours to transfer all his possessions to his nephew: a humble scientist named Dane Whitman. Determined to redeem his family's name, Whitman took up the Ebony Blade and, in the guise of his uncle, infiltrated the Masters of Evil and destroyed it from within, earning himself a place of honor among the Avengers.

Since then, Whitman's adventures have taken him to strange places all across time and space, leaving him little opportunity for a personal life. However, he recently reconnected with his long-lost daughter, Jackie Chopra, and he now shares with her the title of Black Knight.

Personality

Though his noble heart forces him to continue onward, Whitman does not actually like being the Black Knight. The burden of wielding the Ebony Blade, which constantly pushes him to commit terrible violence, causes him endless stress. To help keep himself levelheaded, he often speaks in an affected medieval accent.

POWERS

Basic
- **Iconic Item:** Ebony Blade
- Inspiration
- Sturdy 1

Melee Weapons (Sharp)
- Exploit
- Fast Attacks
- Focused Fury
- Hit & Run
- Riposte
- Vicious Attack
- Whirling Frenzy

ICONIC ITEM

Ebony Blade

Powers:
- Bolts of Balthakk
- Dispel Spell
- Mighty 2
- **Power Slider (Blood Curse):** If the user gets a Fantastic success on an attack with this weapon and causes bleeding, their powers are boosted. However, they also gain the Bloodthirsty tag. If they kill someone while Bloodthirsty, they lose their Heroic tag.
- Sense Supernatural
- Shield of the Seraphim (20 points to shatter)
- Summonable
- Unkillable
- **Weapon:** Range: Reach, Melee Damage Multiplier bonus: +2.

Restrictions:
- Carried
- Menacing
- Unkillable power usable only by descendants of King Arthur

Power Value: 7

BLACK KNIGHT

Art by Ron Lim & Israel Silva

RANK	KARMA
4	4

HEALTH	DAMAGE REDUCTION
90	-1

FOCUS	DAMAGE REDUCTION
120	—

SPEED
Run: 5
Climb: 3
Swim: 3
Jump: 3

INITIATIVE MODIFIER +4E

ABILITIES

	ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
MELEE	6	16	+8
AGILITY	2	12	+2
RESILIENCE	3	13	+3
VIGILANCE	4	14	+4
EGO	2	12	+2
LOGIC	3	13	+3

DAMAGE

MELEE	MARVEL dMarvel	× 6 MULTIPLIER	+ 6 ABILITY	
AGILITY	MARVEL dMarvel	× 4 MULTIPLIER	+ 2 ABILITY	
EGO	MARVEL dMarvel	× 4 MULTIPLIER	+ 2 ABILITY	
LOGIC	MARVEL dMarvel	× 4 MULTIPLIER	+ 3 ABILITY	

TRAITS & TAGS

Traits
- Berserker
- **Connections:** Super Heroes
- Extra Occupation
- Fearless
- Inventor
- Iron Will
- Magic Item Reliance
- Scientific Expertise
- Situational Awareness

Tags
- Black Market Access
- Heroic
- Lab Access
- Secret Identity
- Sorcerous
- Supernatural

BIOGRAPHY

Real Name: Dane Whitman
Height: 6' **Weight:** 190 lbs.
Eyes: Brown **Hair:** Brown
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Though the blade rejected Garrett, he nonetheless took on the title of Black Knight and set out to seek fame and fortune with the Masters of Evil. Shortly thereafter, he sustained fatal injuries battling Iron Man (Tony Stark) and, having seen the error of his ways, used his final hours to transfer all his possessions to his nephew: a humble scientist named Dane Whitman. Determined to redeem his family's name, Whitman took up the Ebony Blade and, in the guise of his uncle, infiltrated the Masters of Evil and destroyed it from within, earning himself a place of honor among the Avengers.

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POWERS

Basic
- **Iconic Item:** Ebony Blade
- Inspiration
- Sturdy 1

Melee Weapons (Sharp)
- Exploit
- Fast Attacks
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- Hit & Run
- Riposte
- Vicious Attack
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- Bolts of Balthakk
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- Shield of the Seraphim (20 points to shatter)
- Summonable
- Unkillable
- **Weapon:** Range: Reach, Melee Damage Multiplier bonus: +2.

Restrictions:
- Carried
- Menacing
- Unkillable power usable only by descendants of King Arthur

Power Value: 7

BLACK PANTHER (SHURI)

Art by Ken Lashley, Paul Neary & Paul Mounts

RANK	KARMA
5	5

HEALTH	DAMAGE REDUCTION
90	-2

FOCUS	DAMAGE REDUCTION
120	—

SPEED
Run: 5
Climb: 3
Swim: 3
Jump: 3

INITIATIVE MODIFIER +4

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
7 MELEE	17	+8
4 AGILITY	14	+4
3 RESILIENCE	13	+3
4 VIGILANCE	14	+4
2 EGO	12	+2
5 LOGIC	15	+6

DAMAGE

MELEE	MARVEL dMarvel	× 6 MULTIPLIER	+	7 ABILITY
AGILITY	MARVEL dMarvel	× 5 MULTIPLIER	+	4 ABILITY
EGO	MARVEL dMarvel	× 5 MULTIPLIER	+	2 ABILITY
LOGIC	MARVEL dMarvel	× 6 MULTIPLIER	+	5 ABILITY

TRAITS & TAGS

Traits
- Combat Reflexes
- Extra Occupation
- Extraordinary Origin
- Free Running
- Inventor
- Presence
- Public Speaking
- Scientific Expertise
- Tech Reliance

Tags
- Authority
- Backup
- Black Market Access
- **Headquarters:** Wakanda
- Heroic
- Lab Access
- **Obligation:** Wakanda
- Powerful
- Public Identity
- Supernatural

BIOGRAPHY

Real Name: Shuri
Height: 5'7" **Weight:** 127 lbs.
Eyes: Brown **Hair:** Black
Gender: Female **Size:** Average
Distinguishing Features: None
Occupation: Leader, Scientist
Origin: High Tech, Magic
Teams: Panther Cult
Base: Wakanda

History
As the lone daughter of the Wakandan royal family, Shuri was narrowly defeated by her brother, T'Challa, in a contest to determine the next Wakandan regent, the Black Panther. Although she had long dreamed of becoming the Panther, Shuri did not let her envy consume her. Instead, she set out to make a name for herself in her own right.

Shuri's brilliant mind and natural combat skills make her a fighter on par with T'Challa. In times of national upheaval, she has temporarily accepted the title of Black Panther, but more often, she works as an advocate for the Wakandan people under her own name—and to great success. This profile, however, represents Shuri during periods when she has taken on the mantle of the Panther and the responsibility of defending her country in battle.

Personality
Shuri sometimes resents the disproportionate amount of attention and power given to her brother, but her love for him and the Wakandan people outweighs all that. Eloquent, personable and incredibly sharp, she has proven an excellent leader.

POWERS

Basic
- Brilliance 1
- Heightened Senses 1
- **Iconic Item:** Black Panther's Claws
- Inspiration
- Mighty 1
- Sturdy 2

Martial Arts
- Always Ready
- Attack Stance
- Brace for Impact
- Counterstrike Technique
- Do This All Day

Melee Weapons (Sharp)
- Exploit
- Fast Attacks
- Vicious Attack

Tactics
- Battle Plan
- Change of Plans
- Combat Support
- Focus Fire
- Keep Moving
- On Your Feet
- Operations Center

Iconic Item
Black Panther's Claws
Powers:
- **Anti-Metal:** Ignores Health Damage Reduction
- **Weapon:** Range: Reach, Melee Damage Multiplier bonus: +1.

Restrictions:
- Worn

Power Value: 1

BLACK PANTHER (SHURI)

Art by Ken Lashley, Paul Neary & Paul Mounts

RANK	KARMA
5	5

HEALTH	DAMAGE REDUCTION
90	-2

FOCUS	DAMAGE REDUCTION
120	—

SPEED
Run: 5
Climb: 3
Swim: 3
Jump: 3

INITIATIVE MODIFIER +4

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
7 MELEE	17	+8
4 AGILITY	14	+4
3 RESILIENCE	13	+3
4 VIGILANCE	14	+4
2 EGO	12	+2
5 LOGIC	15	+6

DAMAGE

MELEE	MARVEL dMarvel	× 6 MULTIPLIER	+	7 ABILITY
AGILITY	MARVEL dMarvel	× 5 MULTIPLIER	+	4 ABILITY
EGO	MARVEL dMarvel	× 5 MULTIPLIER	+	2 ABILITY
LOGIC	MARVEL dMarvel	× 6 MULTIPLIER	+	5 ABILITY

TRAITS & TAGS

Traits
- Combat Reflexes
- Extra Occupation
- Extraordinary Origin
- Free Running
- Inventor
- Presence
- Public Speaking
- Scientific Expertise
- Tech Reliance

Tags
- Authority
- Backup
- Black Market Access
- **Headquarters:** Wakanda
- Heroic
- Lab Access
- **Obligation:** Wakanda
- Powerful
- Public Identity
- Supernatural

BIOGRAPHY

Real Name: Shuri
Height: 5'7" **Weight:** 127 lbs.
Eyes: Brown **Hair:** Black
Gender: Female **Size:** Average
Distinguishing Features: None
Occupation: Leader, Scientist
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Teams: Panther Cult
Base: Wakanda

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POWERS

Basic
- Brilliance 1
- Heightened Senses 1
- **Iconic Item:** Black Panther's Claws
- Inspiration
- Mighty 1
- Sturdy 2

Martial Arts
- Always Ready
- Attack Stance
- Brace for Impact
- Counterstrike Technique
- Do This All Day

Melee Weapons (Sharp)
- Exploit
- Fast Attacks
- Vicious Attack

Tactics
- Battle Plan
- Change of Plans
- Combat Support
- Focus Fire
- Keep Moving
- On Your Feet
- Operations Center

Iconic Item
Black Panther's Claws
Powers:
- **Anti-Metal:** Ignores Health Damage Reduction
- **Weapon:** Range: Reach, Melee Damage Multiplier bonus: +1.

Restrictions:
- Worn

Power Value: 1

BLACK PANTHER (T'CHALLA)

Art by Brian Stelfreeze

RANK	KARMA
5	5

HEALTH	DAMAGE REDUCTION
90	-2

FOCUS	DAMAGE REDUCTION
120	—

SPEED
Run: 5
Climb: 3
Swim: 3
Jump: 3

INITIATIVE MODIFIER
+4

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
7 MELEE	17	+8
4 AGILITY	14	+4
3 RESILIENCE	13	+3
4 VIGILANCE	15	+4
2 EGO	12	+3
6 LOGIC	16	+8

DAMAGE

MELEE	MARVEL dMarvel	× 6 MULTIPLIER	+	7 ABILITY
AGILITY	MARVEL dMarvel	× 5 MULTIPLIER	+	4 ABILITY
EGO	MARVEL dMarvel	× 6 MULTIPLIER	+	2 ABILITY
LOGIC	MARVEL dMarvel	× 7 MULTIPLIER	+	6 ABILITY

TRAITS & TAGS

Traits
- Combat Reflexes
- **Connections:** Super Heroes
- Extraordinary Origin
- Famous
- Fearless
- Presence
- Public Speaking
- Tech Reliance

Tags
- Black Market Access
- **Enemy:** Killmonger
- **Headquarters:** Impossible City
- Heroic
- **Obligation:** Wakanda
- Public Identity
- Rich
- Supernatural

BIOGRAPHY

Real Name: T'Challa
Height: 6' **Weight:** 200 lbs.
Eyes: Brown **Hair:** Black
Gender: Male **Size:** Average
Distinguishing Features: None
Occupation: Adventurer
Origin: High Tech, Magic
Teams: Agents of Wakanda, Avengers, Fantastic Four, Panther Cult, Ultimates
Base: Impossible City

History
As the heir to the Wakandan throne, T'Challa underwent a grueling series of tests to prove his worthiness to consume the mystical heart-shaped herb and become the king of the most technologically advanced nation on the planet, as well as its protector: the Black Panther. Though he later lost the powers given to him by the herb, T'Challa regained his former abilities by pledging himself to the panther god Bast and becoming King of the Dead, ruler of the Necropolis under Wakanda.

In the years since his ascension to the throne, T'Challa has served as an astoundingly effective leader, not only for Wakanda but also for international super-teams like the Avengers. After introducing democracy to Wakanda in the form of a parliament that he oversaw as king, T'Challa suffered a series of public embarrassments and a brief spat with the Avengers that led to the parliament ousting T'Challa and abolishing the throne.

Though T'Challa is still a member of the Avengers, he's been going on long away missions as of late, so as to avoid any awkward confrontations with his teammate and ex-wife, Storm.

Personality
T'Challa is serious, competent and regal. He takes nothing for granted, especially his responsibilities, the greatest of which is the welfare of his people. He has an unrivaled mind for tactics and can hold his own in a contest of wits with the smartest people on the planet.

POWERS

Basic
- Brilliance 2
- Combat Trickery
- Discipline 1
- Heightened Senses 1
- **Iconic Item:** Black Panther's Claws
- Inspiration
- Mighty 1
- Sturdy 2

Martial Arts
- Attack Stance
- Counterstrike Technique
- Fast Strikes
- Leg Sweep

Melee Weapons (Sharp)
- Exploit
- Vicious Attack

Tactics
- Battle Plan
- Change of Plans
- Combat Support
- Focus Fire
- Operations Center

Iconic Item

Black Panther's Claws

Powers:
- **Anti-Metal:** Ignores Health Damage Reduction
- **Weapon:** Range: Reach, Melee Damage Multiplier bonus: +1.

Restrictions:
- Worn

Power Value: 1

BLACK PANTHER (T'CHALLA)

Art by Brian Stelfreeze

RANK	KARMA
5	5

HEALTH	DAMAGE REDUCTION
90	-2

FOCUS	DAMAGE REDUCTION
120	—

SPEED
Run: 5
Climb: 3
Swim: 3
Jump: 3

INITIATIVE MODIFIER
+4

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
7 MELEE	17	+8
4 AGILITY	14	+4
3 RESILIENCE	13	+3
4 VIGILANCE	15	+4
2 EGO	12	+3
6 LOGIC	16	+8

DAMAGE

MELEE	MARVEL dMarvel	× 6 MULTIPLIER	+	7 ABILITY
AGILITY	MARVEL dMarvel	× 5 MULTIPLIER	+	4 ABILITY
EGO	MARVEL dMarvel	× 6 MULTIPLIER	+	2 ABILITY
LOGIC	MARVEL dMarvel	× 7 MULTIPLIER	+	6 ABILITY

TRAITS & TAGS

Traits
- Combat Reflexes
- **Connections:** Super Heroes
- Extraordinary Origin
- Famous
- Fearless
- Presence
- Public Speaking
- Tech Reliance

Tags
- Black Market Access
- **Enemy:** Killmonger
- **Headquarters:** Impossible City
- Heroic
- **Obligation:** Wakanda
- Public Identity
- Rich
- Supernatural

BIOGRAPHY

Real Name: T'Challa
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Occupation: Adventurer
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Teams: Agents of Wakanda, Avengers, Fantastic Four, Panther Cult, Ultimates
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POWERS

Basic
- Brilliance 2
- Combat Trickery
- Discipline 1
- Heightened Senses 1
- **Iconic Item:** Black Panther's Claws
- Inspiration
- Mighty 1
- Sturdy 2

Martial Arts
- Attack Stance
- Counterstrike Technique
- Fast Strikes
- Leg Sweep

Melee Weapons (Sharp)
- Exploit
- Vicious Attack

Tactics
- Battle Plan
- Change of Plans
- Combat Support
- Focus Fire
- Operations Center

Iconic Item

Black Panther's Claws

Powers:
- **Anti-Metal:** Ignores Health Damage Reduction
- **Weapon:** Range: Reach, Melee Damage Multiplier bonus: +1.

Restrictions:
- Worn

Power Value: 1

BLACK SWAN

Art by InHyuk Lee

RANK	KARMA
5	—

HEALTH	DAMAGE REDUCTION
120	-1

FOCUS	DAMAGE REDUCTION
180	—

SPEED
Run: 6
Climb: 3
Swim: 3
Jump: 3
Flight: 30

INITIATIVE MODIFIER +6

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
3 MELEE	13	+5
5 AGILITY	15	+7
4 RESILIENCE	14	+4
6 VIGILANCE	16	+6
3 EGO	13	+3
4 LOGIC	14	+5

DAMAGE

MELEE	dMarvel	× 7 MULTIPLIER	+	3 ABILITY
AGILITY	dMarvel	× 7 MULTIPLIER	+	5 ABILITY
EGO	dMarvel	× 5 MULTIPLIER	+	3 ABILITY
LOGIC	dMarvel	× 6 MULTIPLIER	+	4 ABILITY

TRAITS & TAGS

Traits
- Beguiling
- Combat Reflexes
- **Connections:** Outsiders
- Fresh Eyes
- Iron Will
- Leverage
- Presence
- Stranger

Tags
- Alien Heritage
- Extreme Appearance
- **Linguist:** English, various alien languages
- Public Identity
- Villainous

BIOGRAPHY

Real Name: Yabbat Ummon Turru
Height: 5'11" **Weight:** 145 lbs.
Eyes: Blue (glow red when using powers)
Hair: White
Gender: Female **Size:** Average
Distinguishing Features: Unnaturally pale skin
Occupation: Outsider
Origin: Alien
Teams: Black Order
Base: Mobile

History

Yabbat Tarru was raised as the youngest princess of a strict and oppressive royal family on an alternate Earth where the stars never shine and the last vestiges of intelligent life in the universe have fled underground. As grim as her reality was, it took a significant turn for the worse when an army of interdimensional warriors known as Black Swans slaughtered all the people of her planet.

The leader of the invading army—secretly Doctor Doom—spared her from death, but only so that she too could one day become a Black Swan. The final remnants of Tarru's world were swallowed up by an incursion, so with nowhere else to go, she assented to Doom's demands and entered into his service.

Many years later, when Doom finally turned his army on Earth-616, Tarru took the opportunity to abandon him for another warlord: Thanos. Proving herself in battle against Doom, she quickly earned a position within the Mad Titan's inner circle—the Black Order—and though Thanos was killed shortly after she joined the organization, she stuck with the Black Order for a time.

Personality

Unlike the rest of the Black Order, Swan is not wholly committed to Thanos or to his mission of mass murder. Her particular brand of evil emerges more from a place of nihilistic sorrow than bloodthirstiness. She seeks power because she believes it is the only way to protect herself from an uncaring and merciless universe.

Swan may maintain the self-superior air of an otherworldly princess, but her every word is tinged with insecurity and quiet melancholy. If any member of the Black Order can be reasoned with, it is her.

POWERS

Basic
- Accuracy 2
- Brilliance 1
- Environmental Protection
- Flight 2
- Mighty 2
- Sturdy 1

Elemental Control (Energy)
- Elemental Barrier
- Elemental Blast
- Elemental Burst
- Elemental Protection 2 (20 points to shatter)
- Elemental Push

Super-Strength
- Clobber
- Crushing Grip
- Immovable
- Smash

Telepathy
- Mind Reading
- Telepathic Link
- Telepathic Network

BLACK SWAN

Art by InHyuk Lee

RANK	KARMA
5	—

HEALTH	DAMAGE REDUCTION
120	-1

FOCUS	DAMAGE REDUCTION
180	—

SPEED
Run: 6
Climb: 3
Swim: 3
Jump: 3
Flight: 30

INITIATIVE MODIFIER +6

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
3 MELEE	13	+5
5 AGILITY	15	+7
4 RESILIENCE	14	+4
6 VIGILANCE	16	+6
3 EGO	13	+3
4 LOGIC	14	+5

DAMAGE

MELEE	dMarvel	× 7 MULTIPLIER	+	3 ABILITY
AGILITY	dMarvel	× 7 MULTIPLIER	+	5 ABILITY
EGO	dMarvel	× 5 MULTIPLIER	+	3 ABILITY
LOGIC	dMarvel	× 6 MULTIPLIER	+	4 ABILITY

TRAITS & TAGS

Traits
- Beguiling
- Combat Reflexes
- **Connections:** Outsiders
- Fresh Eyes
- Iron Will
- Leverage
- Presence
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POWERS

Basic
- Accuracy 2
- Brilliance 1
- Environmental Protection
- Flight 2
- Mighty 2
- Sturdy 1

Elemental Control (Energy)
- Elemental Barrier
- Elemental Blast
- Elemental Burst
- Elemental Protection 2 (20 points to shatter)
- Elemental Push

Super-Strength
- Clobber
- Crushing Grip
- Immovable
- Smash

Telepathy
- Mind Reading
- Telepathic Link
- Telepathic Network

BLACK WIDOW (WITH SYMBIOTE)

Art by Derrick Chew

RANK	KARMA
4	4

HEALTH	DAMAGE REDUCTION
90	—

FOCUS	DAMAGE REDUCTION
90	—

SPEED	INITIATIVE MODIFIER
Run: 6 **Climb:** 3 **Swim:** 3 **Jump:** 3 **Swingline:** 18	+3

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
3 MELEE	13	+4
5 AGILITY	15	+5
3 RESILIENCE	13	+3
3 VIGILANCE	13	+3
4 EGO	14	+4
2 LOGIC	12	+2

DAMAGE

MELEE	MARVEL dMarvel	× 5 MULTIPLIER	+	3 ABILITY
AGILITY	MARVEL dMarvel	× 5 MULTIPLIER	+	5 ABILITY
EGO	MARVEL dMarvel	× 4 MULTIPLIER	+	4 ABILITY
LOGIC	MARVEL dMarvel	× 4 MULTIPLIER	+	2 ABILITY

TRAITS & TAGS

Traits

- **Anathema:** Extreme Heat/ Extreme Sonics
- Beguiling
- **Connections:** Espionage
- Determination
- Extraordinary Origin
- Free Running
- Leverage
- Sneaky
- Tech Reliance

Tags

- Black Market Access
- Heroic
- **Linguist:** Chinese, English, French, German, Japanese, Russian
- Public Identity

BIOGRAPHY

Real Name: Natasha Romanoff
Height: 5'7" **Weight:** 131 lbs.
Eyes: Blue **Hair:** Red
Gender: Female **Size:** Average
Distinguishing Features: None
Occupation: Spy
Origin: Special Training, Symbiote
Teams: Avengers, Infinity Watch, S.H.I.E.L.D.
Base: Mobile

History

Trained from a young age to be a Russian special agent, Natasha Romanoff defected to the United States after clashing with the Avengers. Since then, she has served as a vital ally to many of the most powerful organizations on the planet, particularly S.H.I.E.L.D. and the Avengers.

Romanoff has spent much of her career as a solo mercenary, doing high-level black ops for paying clients. She tries to never take a job she believes to be immoral, but in the world of espionage, things are not always so clear-cut.

Recently, while investigating the corporate conglomerate Alchemax, Romanoff encountered an offshoot of the Venom symbiote named Sliver and willingly bonded with it, making the creature her new partner in crime. Though Sliver later disappeared while helping her defeat other Alchemax experimental symbiotes, this profile represents Romanoff and Sliver when they were together, at the height of their powers.

Personality

Charming and coolheaded, Romanoff's personality makes her an excellent spy. A life of espionage has made her slow to trust others, but those closest to her consider her a good friend and an exceptional team leader.

Her partner, Sliver, is soft-spoken and cooperative—unusually so for a symbiote. It's a young organism with a lot to learn, and it looks up to Romanoff as an almost mother-like figure.

POWERS

Basic

- Environmental Protection
- **Iconic Item:** Widow's Bite
- Inspiration
- Mighty 1
- Slow-Motion Dodge

Martial Arts

- Attack Stance
- Counterstrike Technique
- Defense Stance

Ranged Weapons

- Snap Shooting
- Sniping
- Weapons Blazing

Spider-Powers

- Webcasting
- Webgrabbing
- Webslinging

Tactics

- Change of Plans

ICONIC ITEM

Widow's Bite

Powers:
- **Effect Options:** These blasts can count as either Electricity attacks or Force attacks.
- **Weapon:** Range: 10 spaces, Agility Damage Multiplier bonus: +1.

Restrictions:
- Worn

Power Value: 1

BLACK WIDOW (WITH SYMBIOTE)

Art by Derrick Chew

RANK	KARMA
4	4

HEALTH	DAMAGE REDUCTION
90	—

FOCUS	DAMAGE REDUCTION
90	—

SPEED	INITIATIVE MODIFIER
Run: 6 **Climb:** 3 **Swim:** 3 **Jump:** 3 **Swingline:** 18	+3

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
3 MELEE	13	+4
5 AGILITY	15	+5
3 RESILIENCE	13	+3
3 VIGILANCE	13	+3
4 EGO	14	+4
2 LOGIC	12	+2

DAMAGE

MELEE	MARVEL dMarvel	× 5 MULTIPLIER	+	3 ABILITY
AGILITY	MARVEL dMarvel	× 5 MULTIPLIER	+	5 ABILITY
EGO	MARVEL dMarvel	× 4 MULTIPLIER	+	4 ABILITY
LOGIC	MARVEL dMarvel	× 4 MULTIPLIER	+	2 ABILITY

TRAITS & TAGS

Traits

- **Anathema:** Extreme Heat/ Extreme Sonics
- Beguiling
- **Connections:** Espionage
- Determination
- Extraordinary Origin
- Free Running
- Leverage
- Sneaky
- Tech Reliance

Tags

- Black Market Access
- Heroic
- **Linguist:** Chinese, English, French, German, Japanese, Russian
- Public Identity

BIOGRAPHY

Real Name: Natasha Romanoff
Height: 5'7" **Weight:** 131 lbs.
Eyes: Blue **Hair:** Red
Gender: Female **Size:** Average
Distinguishing Features: None
Occupation: Spy
Origin: Special Training, Symbiote
Teams: Avengers, Infinity Watch, S.H.I.E.L.D.
Base: Mobile

History

Trained from a young age to be a Russian special agent, Natasha Romanoff defected to the United States after clashing with the Avengers. Since then, she has served as a vital ally to many of the most powerful organizations on the planet, particularly S.H.I.E.L.D. and the Avengers.

Romanoff has spent much of her career as a solo mercenary, doing high-level black ops for paying clients. She tries to never take a job she believes to be immoral, but in the world of espionage, things are not always so clear-cut.

Recently, while investigating the corporate conglomerate Alchemax, Romanoff encountered an offshoot of the Venom symbiote named Sliver and willingly bonded with it, making the creature her new partner in crime. Though Sliver later disappeared while helping her defeat other Alchemax experimental symbiotes, this profile represents Romanoff and Sliver when they were together, at the height of their powers.

Personality

Charming and coolheaded, Romanoff's personality makes her an excellent spy. A life of espionage has made her slow to trust others, but those closest to her consider her a good friend and an exceptional team leader.

Her partner, Sliver, is soft-spoken and cooperative—unusually so for a symbiote. It's a young organism with a lot to learn, and it looks up to Romanoff as an almost mother-like figure.

POWERS

Basic

- Environmental Protection
- **Iconic Item:** Widow's Bite
- Inspiration
- Mighty 1
- Slow-Motion Dodge

Martial Arts

- Attack Stance
- Counterstrike Technique
- Defense Stance

Ranged Weapons

- Snap Shooting
- Sniping
- Weapons Blazing

Spider-Powers

- Webcasting
- Webgrabbing
- Webslinging

Tactics

- Change of Plans

ICONIC ITEM

Widow's Bite

Powers:
- **Effect Options:** These blasts can count as either Electricity attacks or Force attacks.
- **Weapon:** Range: 10 spaces, Agility Damage Multiplier bonus: +1.

Restrictions:
- Worn

Power Value: 1

BLACK WIDOW (EARTH-1610)

Art by Bryan Hitch, Paul Neary & Paul Mounts

RANK	KARMA
4	—

HEALTH	DAMAGE REDUCTION
90	-1

FOCUS	DAMAGE REDUCTION
90	—

SPEED	INITIATIVE MODIFIER
Run: 6 **Climb:** 6 **Swim:** 3 **Jump:** 3 **Flight:** 24	+3

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
4 MELEE	14	+5
5 AGILITY	15	+6
3 RESILIENCE	13	+3
3 VIGILANCE	13	+3
4 EGO	14	+4
1 LOGIC	11	+1

DAMAGE

MELEE	MARVEL dMarvel	× 5 MULTIPLIER	+	4 ABILITY
AGILITY	MARVEL dMarvel	× 5 MULTIPLIER	+	5 ABILITY
EGO	MARVEL dMarvel	× 4 MULTIPLIER	+	4 ABILITY
LOGIC	MARVEL dMarvel	× 4 MULTIPLIER	+	1 ABILITY

TRAITS & TAGS

Traits

- Beguiling
- **Connections:** Espionage
- Determination
- Extraordinary Origin
- Free Running
- Leverage
- Sneaky
- Tech Reliance ◈

Tags

- Black Market Access
- Extreme Appearance (in battle suit)
- Public Identity

BIOGRAPHY

Real Name: Natasha Romanov
Height: 5'7" **Weight:** 125 lbs.
Eyes: Green **Hair:** Red
Gender: Female **Size:** Average
Distinguishing Features: None
Occupation: Spy
Origin: High Tech: Battle Suit, Special Training
Teams: Liberators, Ultimates
Base: Mobile (Earth-1610)

History

On Earth-1610, Natasha Romanov pretended to defect from Russia as part of a ploy to infiltrate S.H.I.E.L.D. and take down the organization from within. While working for S.H.I.E.L.D., she became partners with Hawkeye (Clint Barton).

At first, S.H.I.E.L.D. seemed impossible for Black Widow to destroy, but then came the Ultimates and, with them, chaos. Although initially enlisted as a backup member for the super-team, Romanov eventually wriggled her way onto the main roster, seduced Iron Man (Tony Stark) and convinced him to build her a battle suit. In the meantime, she funneled intel to an underground group of anti-imperialist terrorists called the Liberators.

In advance of a massive Liberator attack, Romanov helped turn the Ultimates against one another by murdering Hawkeye's family and framing Captain America. When the Liberators' coordinated assault launched, she tried to kill Iron Man too, but Stark managed to turn the tables and incapacitate her. The authorities arrested her and took her to a local hospital, where Hawkeye shot her down in cold blood.

Romanov has seemingly been dead for years now, but this profile represents her at the height of her powers, armed with a top-of-the-line battle suit.

Personality

Romanov is a die-hard Russian patriot who despises the United States and romanticizes the Soviet Union. She would do anything to restore her home country to what she perceives as its former glory.

POWERS

Basic

- Accuracy 1
- Inspiration
- Slow-Motion Dodge

Martial Arts

- Attack Stance
- Counterstrike Technique
- Defense Stance

Ranged Weapons

- Snap Shooting
- Sniping
- Weapons Blazing

Tactics

- Change of Plans

BATTLE SUIT ◈

Black Widow's Battle Suit

Powers:
- Elemental Barrage (Energy)
- Elemental Blast (Energy)
- Elemental Burst (Energy)
- Flight 2
- Mighty 1
- Sturdy 1
- Wallcrawling

Restrictions:
- Flashy
- Worn

Power Value: 6

BRUCE BANNER

Art by Marc Silvestri & Sunny Gho

RANK	KARMA
1	1

HEALTH	DAMAGE REDUCTION
10	—

FOCUS	DAMAGE REDUCTION
30	-2

SPEED
Run: 5
Climb: 3
Swim: 3
Jump: 3

INITIATIVE MODIFIER: +1

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
0 MELEE	10	+0
0 AGILITY	10	+0
0 RESILIENCE	10	+0
1 VIGILANCE	11	+1
0 EGO	10	+0
4 LOGIC	14	+6

DAMAGE

MELEE	dMarvel	× 1 MULTIPLIER	+	0 ABILITY
AGILITY	dMarvel	× 1 MULTIPLIER	+	0 ABILITY
EGO	dMarvel	× 1 MULTIPLIER	+	0 ABILITY
LOGIC	dMarvel	× 3 MULTIPLIER	+	4 ABILITY

TRAITS & TAGS

Traits
- Inventor
- Iron Will
- Loner
- Scientific Expertise
- Weird

Tags
- Alternate Form (gamma forms)
- Black Market Access
- **Enemy:** Abomination
- **Enemy:** Leader
- Extreme Appearance (gamma forms)
- Green Door
- Heroic
- **Immunity:** Gamma Radiation
- Lab Access
- Public Identity
- Radioactive

POWERS

Basic
- Brilliance 2
- Inspiration
- Uncanny 2

BIOGRAPHY

Real Name: Robert Bruce Banner
Height: 5'10" **Weight:** 128 lbs.
Eyes: Brown **Hair:** Brown
Gender: Male **Size:** Average
Distinguishing Features: None
Occupation: Scientist
Origin: Weird Science: Gamma Mutate
Teams: Avengers, S.H.I.E.L.D., U.S. Hulk Operations
Base: Mobile

History
Bruce Banner was just a mild-mannered nuclear physicist until the day he ran onto a bomb-testing range to save a young man (Rick Jones) who had wandered onto the site. Jones escaped unharmed, but the bomb blasted Banner with gamma rays. The radiation should have killed him, but instead, he gained the ability to transform into the Hulk—an unstoppable monster brought out by the scientist's own rage.

Highly powerful and just as unstable, the Hulk has been involved in more major international incidents than just about any super-powered person in existence. Some people consider him a hero. Others consider him a threat worth waging war over.

Personality
Banner suffers from dissociative identity disorder. Depending on the circumstances, he can manifest any one of a half dozen separate personalities, each with their own corresponding Hulk form. Banner's default personality is cool, collected and deeply empathetic. The rest are all over the map. Some are impressively cunning, while others are more like angry children.

BRUCE BANNER

Art by Marc Silvestri & Sunny Gho

RANK	KARMA
1	1

HEALTH	DAMAGE REDUCTION
10	—

FOCUS	DAMAGE REDUCTION
30	-2

SPEED
Run: 5
Climb: 3
Swim: 3
Jump: 3

INITIATIVE MODIFIER: +1

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
0 MELEE	10	+0
0 AGILITY	10	+0
0 RESILIENCE	10	+0
1 VIGILANCE	11	+1
0 EGO	10	+0
4 LOGIC	14	+6

DAMAGE

MELEE	dMarvel	× 1 MULTIPLIER	+	0 ABILITY
AGILITY	dMarvel	× 1 MULTIPLIER	+	0 ABILITY
EGO	dMarvel	× 1 MULTIPLIER	+	0 ABILITY
LOGIC	dMarvel	× 3 MULTIPLIER	+	4 ABILITY

TRAITS & TAGS

Traits
- Inventor
- Iron Will
- Loner
- Scientific Expertise
- Weird

Tags
- Alternate Form (gamma forms)
- Black Market Access
- **Enemy:** Abomination
- **Enemy:** Leader
- Extreme Appearance (gamma forms)
- Green Door
- Heroic
- **Immunity:** Gamma Radiation
- Lab Access
- Public Identity
- Radioactive

POWERS

Basic
- Brilliance 2
- Inspiration
- Uncanny 2

BIOGRAPHY

Real Name: Robert Bruce Banner
Height: 5'10" **Weight:** 128 lbs.
Eyes: Brown **Hair:** Brown
Gender: Male **Size:** Average
Distinguishing Features: None
Occupation: Scientist
Origin: Weird Science: Gamma Mutate
Teams: Avengers, S.H.I.E.L.D., U.S. Hulk Operations
Base: Mobile

History
Bruce Banner was just a mild-mannered nuclear physicist until the day he ran onto a bomb-testing range to save a young man (Rick Jones) who had wandered onto the site. Jones escaped unharmed, but the bomb blasted Banner with gamma rays. The radiation should have killed him, but instead, he gained the ability to transform into the Hulk—an unstoppable monster brought out by the scientist's own rage.

Highly powerful and just as unstable, the Hulk has been involved in more major international incidents than just about any super-powered person in existence. Some people consider him a hero. Others consider him a threat worth waging war over.

Personality
Banner suffers from dissociative identity disorder. Depending on the circumstances, he can manifest any one of a half dozen separate personalities, each with their own corresponding Hulk form. Banner's default personality is cool, collected and deeply empathetic. The rest are all over the map. Some are impressively cunning, while others are more like angry children.

CAPTAIN AMERICA (BUCKY BARNES)

Art by Steve Epting

RANK	KARMA
4	4

HEALTH	DAMAGE REDUCTION
90	-3

FOCUS	DAMAGE REDUCTION
120	—

SPEED
Run: 6
Climb: 3
Swim: 3
Jump: 3

INITIATIVE MODIFIER +4

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
4 MELEE	14	+5
6 AGILITY	16	+6
3 RESILIENCE	13	+3
4 VIGILANCE	14	+4
1 EGO	11	+1
2 LOGIC	12	+2

DAMAGE

MELEE	MARVEL dMarvel	× 5 MULTIPLIER	+	4 ABILITY
AGILITY	MARVEL dMarvel	× 5 MULTIPLIER	+	6 ABILITY
EGO	MARVEL dMarvel	× 4 MULTIPLIER	+	1 ABILITY
LOGIC	MARVEL dMarvel	× 4 MULTIPLIER	+	2 ABILITY

TRAITS & TAGS

Traits
- Combat Expert
- **Connections:** Espionage
- **Connections:** Super Heroes
- Determination
- Extra Occupation
- Extraordinary Origin (2)
- Fearless
- Leverage
- Sneaky
- Tech Reliance
- Weird

Tags
- Black Market Access
- Extreme Appearance
- Heroic
- **Linguist:** Chinese (Mandarin), English, German, Japanese, Russian
- Public Identity

POWERS

Basic
- **Iconic Item:** Captain America's Shield
- Inspiration
- Mighty 1

Martial Arts
- Attack Stance
- Defense Stance
- Do This All Day
- Fast Strikes
- Leg Sweep

Ranged Weapons
- Snap Shooting
- Suppressive Fire

Shield Bearer
- Hurled Shield Bash
- Hurled Shield Block
- Rico-Shield
- Shield 2 (Shield 3 with Iconic Item)
- Shield Bash

ICONIC ITEM

CAPTAIN AMERICA'S SHIELD

Powers:
- Reduced Focus
- Shield 1
- Stackable
- **Weapon:** Range: Reach/10, Melee/Agility Damage Multiplier bonus: +1.

Restrictions:
- Carried
- Flashy
- **Requires:** Shield 1 power

Power Value: 1

BIOGRAPHY

Real Name: James Buchanan "Bucky" Barnes
Height: 5'9" **Weight:** 260 lbs.
Eyes: Brown **Hair:** Brown
Gender: Male **Size:** Average
Distinguishing Features: Bionic left arm
Occupation: Adventurer, Spy
Origin: High Tech: Cybernetics, Special Training, Weird Science
Teams: Avengers, KGB, S.H.I.E.L.D.
Base: Mobile

History
Toward the end of World War II, the aerial explosion that sent Captain America (Steve Rogers) into the north Atlantic where he froze into a block of ice seemingly killed his sidekick, the young Bucky (Bucky Barnes). He was captured by Soviet scientists, who replaced a missing arm with a bionic prosthetic and brainwashed him to become a Russian assassin codenamed the Winter Soldier. He was kept in suspended animation for decades, only released to kill and then returned to sleep again.

Cap eventually discovered who the Winter Soldier was and successfully undid Bucky's brainwashing. During a period when Rogers was believed to be dead, Bucky took up the shield and replaced him as Captain America.

Bucky eventually gave up the title and returned to his regular globe-trotting activities, first as the Winter Soldier and then, most recently, as the Revolution. This profile, however, represents Bucky during the period when he was Captain America, when he was doing everything he could to live up to the legacy of his old mentor.

Personality
Bucky is a deadly serious and world-weary vet. The remorse he feels for his time as an assassin weighs on him every day.

CAPTAIN AMERICA (BUCKY BARNES)

Art by Steve Epting

RANK	KARMA
4	4

HEALTH	DAMAGE REDUCTION
90	-3

FOCUS	DAMAGE REDUCTION
120	—

SPEED
Run: 6
Climb: 3
Swim: 3
Jump: 3

INITIATIVE MODIFIER +4

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
4 MELEE	14	+5
6 AGILITY	16	+6
3 RESILIENCE	13	+3
4 VIGILANCE	14	+4
1 EGO	11	+1
2 LOGIC	12	+2

DAMAGE

MELEE	MARVEL dMarvel	× 5 MULTIPLIER	+	4 ABILITY
AGILITY	MARVEL dMarvel	× 5 MULTIPLIER	+	6 ABILITY
EGO	MARVEL dMarvel	× 4 MULTIPLIER	+	1 ABILITY
LOGIC	MARVEL dMarvel	× 4 MULTIPLIER	+	2 ABILITY

TRAITS & TAGS

Traits
- Combat Expert
- **Connections:** Espionage
- **Connections:** Super Heroes
- Determination
- Extra Occupation
- Extraordinary Origin (2)
- Fearless
- Leverage
- Sneaky
- Tech Reliance
- Weird

Tags
- Black Market Access
- Extreme Appearance
- Heroic
- **Linguist:** Chinese (Mandarin), English, German, Japanese, Russian
- Public Identity

POWERS

Basic
- **Iconic Item:** Captain America's Shield
- Inspiration
- Mighty 1

Martial Arts
- Attack Stance
- Defense Stance
- Do This All Day
- Fast Strikes
- Leg Sweep

Ranged Weapons
- Snap Shooting
- Suppressive Fire

Shield Bearer
- Hurled Shield Bash
- Hurled Shield Block
- Rico-Shield
- Shield 2 (Shield 3 with Iconic Item)
- Shield Bash

ICONIC ITEM

CAPTAIN AMERICA'S SHIELD

Powers:
- Reduced Focus
- Shield 1
- Stackable
- **Weapon:** Range: Reach/10, Melee/Agility Damage Multiplier bonus: +1.

Restrictions:
- Carried
- Flashy
- **Requires:** Shield 1 power

Power Value: 1

BIOGRAPHY

Real Name: James Buchanan "Bucky" Barnes
Height: 5'9" **Weight:** 260 lbs.
Eyes: Brown **Hair:** Brown
Gender: Male **Size:** Average
Distinguishing Features: Bionic left arm
Occupation: Adventurer, Spy
Origin: High Tech: Cybernetics, Special Training, Weird Science
Teams: Avengers, KGB, S.H.I.E.L.D.
Base: Mobile

History
Toward the end of World War II, the aerial explosion that sent Captain America (Steve Rogers) into the north Atlantic where he froze into a block of ice seemingly killed his sidekick, the young Bucky (Bucky Barnes). He was captured by Soviet scientists, who replaced a missing arm with a bionic prosthetic and brainwashed him to become a Russian assassin codenamed the Winter Soldier. He was kept in suspended animation for decades, only released to kill and then returned to sleep again.

Cap eventually discovered who the Winter Soldier was and successfully undid Bucky's brainwashing. During a period when Rogers was believed to be dead, Bucky took up the shield and replaced him as Captain America.

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Personality
Bucky is a deadly serious and world-weary vet. The remorse he feels for his time as an assassin weighs on him every day.

CAPTAIN AMERICA (EARLY DAYS)

Art by Marcos Martin

RANK	KARMA
3	3

HEALTH	DAMAGE REDUCTION
90	-1

FOCUS	DAMAGE REDUCTION
90	—

SPEED
Run: 5
Climb: 3
Swim: 3
Jump: 3

INITIATIVE MODIFIER +2E

ABILITIES

	ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
MELEE	5	15	+6
AGILITY	3	13	+3
RESILIENCE	3	13	+3
VIGILANCE	2	12	+2
EGO	2	12	+2
LOGIC	2	12	+2

DAMAGE

MELEE	dMarvel	× 4 MULTIPLIER	+	5 ABILITY
AGILITY	dMarvel	× 3 MULTIPLIER	+	3 ABILITY
EGO	dMarvel	× 3 MULTIPLIER	+	2 ABILITY
LOGIC	dMarvel	× 3 MULTIPLIER	+	2 ABILITY

TRAITS & TAGS

Traits
- Battle Ready
- Beguiling
- Combat Reflexes
- **Connections:** Military
- Public Speaking
- Situational Awareness
- Weird

Tags
- **Enemy:** Hydra
- **Enemy:** Red Skull
- Heroic
- Secret Identity
- **Signature Weapon:** Triangular shield (acts as a standard shield)

BIOGRAPHY

Real Name: Steve Rogers
Height: 6'2" **Weight:** 240 lbs.
Eyes: Blue **Hair:** Blond
Gender: Male **Size:** Average
Distinguishing Features: None
Occupation: Military
Origin: Weird Science
Teams: U.S. Army
Base: Camp Lehigh, Virginia

History
At the dawn of World War II, scrawny Steve Rogers was rejected by the U.S. Army as unfit for service, but Dr. Abraham Erskine saw something in the eager young man and selected him for the first human trials of his Super-Soldier Serum. A Nazi sympathizer assassinated Erskine during the procedure, but not before Rogers was improved to the peak of human physical ability. As Captain America, Rogers fought Nazis on the front lines in Europe, alongside his sidekick Bucky Barnes—right up until 1945, when they were seemingly killed stopping a plot of the evil Baron Zemo (Heinrich Zemo).

Decades later, the newly formed Avengers found Rogers frozen in a block of ice and revived him, allowing him to return to the field. However, this profile represents Rogers long before he was frozen, even before the United States entered World War II. This is Rogers in his earliest days, back when he and Bucky were just a couple of low-rank grunts, secretly performing covert military operations in their off-hours.

Personality
Rogers is serious about helping people out, and he's a natural leader, both in and out of combat. When he's in his costume and carrying his shield, he tries to represent everything that is great about the ideals of the land and the people he loves so much.

POWERS

Basic
- Inspiration
- Mighty 1

Shield Bearer
- Brace for Impact
- Do This All Day
- Immovable
- Shield 1
- Shield Bash
- Shield Deflection
- Shield Wall

Tactics
- Battle Plan
- Change of Plans

CAPTAIN AMERICA (EARTH-1610)

Art by Michael Komarck

RANK	KARMA
4	4

HEALTH	DAMAGE REDUCTION
120	-4

FOCUS	DAMAGE REDUCTION
120	—

SPEED	INITIATIVE MODIFIER
Run: 6 **Climb:** 3 **Swim:** 3 **Jump:** 3	+3E

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
6 MELEE	16	+7
5 AGILITY	15	+5
4 RESILIENCE	14	+4
3 VIGILANCE	13	+3
0 EGO	10	+0
2 LOGIC	12	+2

DAMAGE

MELEE	MARVEL dMarvel	× 5 MULTIPLIER	+	6 ABILITY
AGILITY	MARVEL dMarvel	× 5 MULTIPLIER	+	5 ABILITY
EGO	MARVEL dMarvel	× 4 MULTIPLIER	+	0 ABILITY
LOGIC	MARVEL dMarvel	× 4 MULTIPLIER	+	2 ABILITY

TRAITS & TAGS

Traits

- Battle Ready
- Combat Expert
- Combat Reflexes
- **Connections:** Military
- Determination
- Public Speaking
- Situational Awareness
- Weird

Tags

- **Enemy:** Hydra
- Heroic
- Public Identity

BIOGRAPHY

Real Name: Steven "Steve" Rogers
Height: 6'3" **Weight:** 250 lbs.
Eyes: Blue **Hair:** Blond
Gender: Male **Size:** Average
Distinguishing Features: None
Occupation: Military
Origin: Weird Science
Teams: Ultimates
Base: Mobile (Earth-1610)

History

The life of Earth-1610's Captain America largely resembles that of his Earth-616 counterpart, right up until the end of World War II. Rogers fell into the icy water while disarming an experimental missile created by a Nazi named Herr Kleiser, who was actually an alien Chitauri.

Decades later, Rogers was fished out of the ice by agents of S.H.I.E.L.D. who immediately drafted him into their new super-team program: the Ultimates. His unrelenting ruthlessness as a combatant quickly propelled him to become the team's field leader, and he led the Ultimates on a mission that successfully wiped out Kleiser and his plot for the shape-changing Chitauri to take over the world.

Since then, Rogers has faithfully and consistently served as the linchpin of both the Ultimates and the United States itself. He even served as the president of the country during a brief period when it seemed like the nation might once again descend into a civil war, though he stepped down as soon as the crisis ended.

Personality

While Earth-1610's Steve Rogers has a lot in common with his Earth-616 counterpart, he lacks the latter man's idealism. He's an old-fashioned soldier and a die-hard patriot, but he's not as concerned about the symbolism of his role. Rogers' determination to win and to never give up drives him hard.

POWERS

Basic

- **Iconic Item:** Captain America's Shield
- Inspiration
- Mighty 1

Ranged Weapons

- Double Tap
- Suppressive Fire

Shield Bearer

- Do This All Day
- Hurled Shield Bash
- Hurled Shield Block
- Rico-Shield
- Shield 3 (Shield 4 with Iconic Item)
- Shield Bash
- Shield Deflection

Tactics

- Battle Plan
- Change of Plans
- Keep Moving

Iconic Item

Captain America's Shield

Powers:
- Reduced Focus
- Shield 1
- Stackable
- **Weapon:** Range: Reach/10, Melee/Agility Damage Multiplier bonus: +1.

Restrictions:
- Carried
- Flashy
- **Requires:** Shield 1 power

Power Value: 1

CAPTAIN AMERICA (EARTH-1610)

Art by Michael Komarck

RANK	KARMA
4	4

HEALTH	DAMAGE REDUCTION
120	-4

FOCUS	DAMAGE REDUCTION
120	—

SPEED	INITIATIVE MODIFIER
Run: 6 **Climb:** 3 **Swim:** 3 **Jump:** 3	+3E

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
6 MELEE	16	+7
5 AGILITY	15	+5
4 RESILIENCE	14	+4
3 VIGILANCE	13	+3
0 EGO	10	+0
2 LOGIC	12	+2

DAMAGE

MELEE	MARVEL dMarvel	× 5 MULTIPLIER	+	6 ABILITY
AGILITY	MARVEL dMarvel	× 5 MULTIPLIER	+	5 ABILITY
EGO	MARVEL dMarvel	× 4 MULTIPLIER	+	0 ABILITY
LOGIC	MARVEL dMarvel	× 4 MULTIPLIER	+	2 ABILITY

TRAITS & TAGS

Traits

- Battle Ready
- Combat Expert
- Combat Reflexes
- **Connections:** Military
- Determination
- Public Speaking
- Situational Awareness
- Weird

Tags

- **Enemy:** Hydra
- Heroic
- Public Identity

BIOGRAPHY

Real Name: Steven "Steve" Rogers
Height: 6'3" **Weight:** 250 lbs.
Eyes: Blue **Hair:** Blond
Gender: Male **Size:** Average
Distinguishing Features: None
Occupation: Military
Origin: Weird Science
Teams: Ultimates
Base: Mobile (Earth-1610)

History

The life of Earth-1610's Captain America largely resembles that of his Earth-616 counterpart, right up until the end of World War II. Rogers fell into the icy water while disarming an experimental missile created by a Nazi named Herr Kleiser, who was actually an alien Chitauri.

Decades later, Rogers was fished out of the ice by agents of S.H.I.E.L.D. who immediately drafted him into their new super-team program: the Ultimates. His unrelenting ruthlessness as a combatant quickly propelled him to become the team's field leader, and he led the Ultimates on a mission that successfully wiped out Kleiser and his plot for the shape-changing Chitauri to take over the world.

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Personality

While Earth-1610's Steve Rogers has a lot in common with his Earth-616 counterpart, he lacks the latter man's idealism. He's an old-fashioned soldier and a die-hard patriot, but he's not as concerned about the symbolism of his role. Rogers' determination to win and to never give up drives him hard.

POWERS

Basic

- **Iconic Item:** Captain America's Shield
- Inspiration
- Mighty 1

Ranged Weapons

- Double Tap
- Suppressive Fire

Shield Bearer

- Do This All Day
- Hurled Shield Bash
- Hurled Shield Block
- Rico-Shield
- Shield 3 (Shield 4 with Iconic Item)
- Shield Bash
- Shield Deflection

Tactics

- Battle Plan
- Change of Plans
- Keep Moving

Iconic Item

Captain America's Shield

Powers:
- Reduced Focus
- Shield 1
- Stackable
- **Weapon:** Range: Reach/10, Melee/Agility Damage Multiplier bonus: +1.

Restrictions:
- Carried
- Flashy
- **Requires:** Shield 1 power

Power Value: 1

CAPTAIN AMERICA OF THE RAILWAYS

Art by Luciano Vecchio

RANK	KARMA
3	3

HEALTH	DAMAGE REDUCTION
60	-3

FOCUS	DAMAGE REDUCTION
120	—

SPEED	INITIATIVE MODIFIER
Run: 5 **Climb:** 3 **Swim:** 3 **Jump:** 3	+4

ABILITIES

	ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
MELEE	2	12	+2
AGILITY	3	13	+3
RESILIENCE	2	12	+2
VIGILANCE	4	14	+4
EGO	3	13	+4
LOGIC	1	11	+1

DAMAGE

MELEE	MARVEL dMarvel	× 4 MULTIPLIER	+	2 ABILITY
AGILITY	MARVEL dMarvel	× 4 MULTIPLIER	+	3 ABILITY
EGO	MARVEL dMarvel	× 3 MULTIPLIER	+	3 ABILITY
LOGIC	MARVEL dMarvel	× 3 MULTIPLIER	+	1 ABILITY

TRAITS & TAGS

Traits
- Combat Reflexes
- **Connections:** Super Heroes
- Determination
- Extra Occupation
- Fearless
- Quick Learner
- Weird

Tags
- Auditory Issues (partially deaf in right ear)
- Black Market Access
- **Headquarters:** Avengers Academy
- Heroic
- **Mentor:** Captain Marvel (Carol Danvers)
- **Obligation:** School
- Poor
- Public Identity
- Young

BIOGRAPHY

Real Name: Aaron Fischer
Height: 5'8" **Weight:** 150 lbs.
Eyes: Blue **Hair:** Black
Gender: Male **Size:** Average
Distinguishing Features: None
Occupation: Adventurer, Student
Origin: Weird Science
Teams: Avengers Academy, Captains Network
Base: Avengers Academy

History

Life at home was never great for Aaron Fischer growing up as an openly gay teen in an isolated community, and after cancer took his mother, things only got worse. One day, he decided he'd had enough of his father's beatings and hit the rails, living out of boxcars and drifting wherever the tracks took him.

As time passed and Fischer witnessed more and more of the hardships that come with rough living, he gradually came to see the rails as his home and himself as their protector. Inspired by his childhood hero—Captain America—Fischer fashioned a shield and a costume and became the Captain America of the Railways, champion of those with nowhere else to go. Soon after that, he met both of the main Captains America—Steve Rogers and Sam Wilson—and helped them expose a string of vagrant kidnappings by the Roxxon Energy Corporation.

Later, while investigating a similar string of crimes committed by Alchemax, Fischer stumbled into a trap set by the ringleaders of the conspiracy. The corporation had been testing a deadly new Super-Soldier treatment on the local unhoused population. It forced this treatment onto Fischer, hoping to kill him, but for some reason, the treatment actually worked on him. With his new energy powers, Fischer dismantled the facility and freed the remaining victims.

These days, Fischer spends most of his time at the new Avengers Academy, learning how to be a better hero alongside his crush, Kid Juggernaut.

Personality

In regular interpersonal situations, Fischer can be awkward and shy, but that all disappears the second he sees someone in need. He has an unflinching commitment to helping others, particularly the poor and disenfranchised. His first priority is always the protection of others, and as such, he never uses his energy powers to blast others, only to shield them.

POWERS

Basic
- **Iconic Item:** Captain America of the Railways' Shield
- Inspiration

Elemental Control (Energy)
- Elemental Barrier
- Elemental Blast
- Elemental Burst
- Elemental Protection 1 (10 points to shatter)

Shield Bearer
- Do This All Day
- Hurled Shield Bash
- Rico-Shield
- Shield 2 (Shield 3 with Iconic Item)
- Shield Bash
- Shield Deflection

ICONIC ITEM

Captain America of the Railways' Shield

Powers:
- Shield 1
- Stackable
- **Weapon:** Range: Reach/10, Melee/Agility Damage Multiplier bonus: +1.

Restrictions:
- Carried
- Flashy

Power Value: 1

CONTESSA VALENTINA ALLEGRA DE FONTAINE

Art by Geraldo Borges & Arthur Hesli

RANK	KARMA
3	3

HEALTH	DAMAGE REDUCTION
60	—

FOCUS	DAMAGE REDUCTION
90	—

SPEED	INITIATIVE MODIFIER
Run: 5 **Climb:** 3 **Swim:** 3 **Jump:** 3	+3

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
2 MELEE	12	+2
3 AGILITY	13	+4
2 RESILIENCE	12	+2
3 VIGILANCE	13	+3
4 EGO	14	+4
2 LOGIC	12	+2

DAMAGE

MELEE	MARVEL dMarvel	× 3 MULTIPLIER	+	2 ABILITY
AGILITY	MARVEL dMarvel	× 4 MULTIPLIER	+	3 ABILITY
EGO	MARVEL dMarvel	× 3 MULTIPLIER	+	4 ABILITY
LOGIC	MARVEL dMarvel	× 3 MULTIPLIER	+	2 ABILITY

TRAITS & TAGS

Traits
- Combat Expert
- **Connections:** Espionage
- Determination
- Extraordinary Origin
- Interrogation
- Leverage
- Tech Reliance

Tags
- A.I.
- Black Market Access
- Heroic
- Secret Identity

BIOGRAPHY

Real Name: Unknown
Height: 5'8" **Weight:** 130 lbs.
Eyes: Blue
Hair: Black, with white streak
Gender: Female **Size:** Average
Distinguishing Features: None
Occupation: Spy
Origin: High Tech: Android, Special Training
Teams: Hydra, S.H.I.E.L.D., Thunderbolts
Base: Mobile

History
After her parents were killed in a senseless bombing, the Contessa Valentina Allegra de Fontaine joined S.H.I.E.L.D. and dedicated the rest of her life to preventing similar tragedies. Or at least, that was the cover story. In truth, both Fontaine and her supposed parents were agents of an ancient Russian spy cell called Leviathan, and she only joined S.H.I.E.L.D. to ensure that the organization never laid hands on any of Leviathan's world-shattering technology.

Fontaine spent years with S.H.I.E.L.D. and became not only one of its best agents but also the on-and-off lover of its director, Nick Fury Sr. She was even named director herself during a brief period when Fury was thought to be dead. She developed a real affection for S.H.I.E.L.D., but when Hydra uncovered Leviathan technology, she felt that she had no choice but to defect and become the new Madame Hydra.

Fury refused to accept this, and with the help of his best agents, he defeated Hydra and dismantled Leviathan. Adrift for the first time in her life, Fontaine disappeared.

Recently, a Life-Model Decoy of Fontaine joined the new incarnation of the Thunderbolts led by the Revolution (Bucky Barnes). This is the version represented in this profile.

Personality
Fontaine is an expert spy and tactical manipulator, but deep beneath her conniving exterior lies a soul that really cares about people. That's part of what makes her such a good actor. She has the mental fortitude to betray whoever she needs to betray, even when she doesn't really want to.

POWERS

Basic
- Accuracy 1
- Inspiration

Martial Arts
- Chain Strikes
- Defense Stance
- Fast Strikes

Ranged Weapons
- Double Tap
- Point-Blank Parry
- Snap Shooting
- Sniping
- Suppressive Fire

Tactics
- Change of Plans

COUNT NEFARIA

Art by Mark Bagley, Greg Adams, Tanya Horie & Richard Horie

RANK	KARMA
6	—

HEALTH	DAMAGE REDUCTION
150	-3

FOCUS	DAMAGE REDUCTION
240	—

SPEED
Run: 5
Climb: 3
Swim: 3
Jump: 3
Flight: 30

INITIATIVE MODIFIER +8

ABILITIES

	ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
MELEE	6	16	+8
AGILITY	3	13	+4
RESILIENCE	5	15	+5
VIGILANCE	8	18	+8
EGO	5	15	+5
LOGIC	3	13	+4

DAMAGE

MELEE	MARVEL dMarvel	× 8 MULTIPLIER	+	6 ABILITY
AGILITY	MARVEL dMarvel	× 7 MULTIPLIER	+	3 ABILITY
EGO	MARVEL dMarvel	× 6 MULTIPLIER	+	5 ABILITY
LOGIC	MARVEL dMarvel	× 7 MULTIPLIER	+	3 ABILITY

TRAITS & TAGS

Traits
- **Connections:** Criminal
- Extra Occupation
- Famous
- Inventor
- Presence
- Public Speaking
- Skeptical
- **Weakness:** Adamantium
- Weird

Tags
- Authority
- Black Market Access
- Powerful
- Public Identity
- Rich
- Streetwise
- Villainous

BIOGRAPHY

Real Name: Luchino Nefaria
Height: 6'2" **Weight:** 230 lbs.
Eyes: Blue **Hair:** Black
Gender: Male **Size:** Average
Distinguishing Features: None
Occupation: Criminal, Leader
Origin: Weird Science
Teams: Lethal Legion, Maggia
Base: Los Angeles

History
As Europe's wealthiest nobleman and the leader of the Maggia crime syndicate, Luchino Nefaria detests anyone he cannot control, especially those who dare to work against him. By continually interfering with the Maggia, the Avengers gradually became his most hated enemies.

Nefaria moved to America and attempted to turn the United States government against the Avengers, but his plans ultimately failed to disband the team. He decided to take a new approach and created his own Lethal Legion to fight the Avengers directly. The heroes initially defeated the Legion with little trouble, but unbeknownst to them, Nefaria had employed a former Nazi scientist named Kenneth Sturdy to analyze, magnify and re-create their powers. Sturdy used the data from the Avengers' first fight with the Legion to make Nefaria into a super villain with powers rivaling those of all the Avengers combined.

Though the heroes narrowly managed to defeat the empowered Nefaria and his Lethal Legion, he has not given up on his plans to destroy them. His daughter, Madame Masque (Whitney Frost), has also proven a worthy foe to many of the Avengers.

Personality
Although Nefaria is capable of going toe-to-toe with the likes of Thor, a fistfight is unbecoming of the count. He prefers to use less direct methods when possible. A ruthless, egomaniacal businessman and crime boss, Nefaria wants his legacy to be the destruction of the Avengers. His outward veneer of respectability and civility is a farce, a means to better enrich himself, and he believes that deep down, everyone is just like him.

POWERS

Basic
- Accuracy 1
- Brilliance 1
- Combat Trickery
- Flight 2
- Healing Factor
- Inspiration
- Mighty 2
- Sturdy 3

Elemental Control (Energy)
- Elemental Barrier
- Elemental Blast
- Elemental Burst
- Elemental Form
- Elemental Grab
- Elemental Protection 1 (10 points to shatter)
- Elemental Reinforcement

Magic (No Set)
- Brain Drain (limited to targets with Elemental Control [Energy] powers)

Super-Strength
- Clobber
- Crushing Grip
- Smash

Tactics
- Battle Plan

Teleportation
- Blink

CORVUS GLAIVE

Art by InHyuk Lee

RANK	KARMA
4	—

HEALTH	DAMAGE REDUCTION
90	—

FOCUS	DAMAGE REDUCTION
150	—

SPEED
Run: 5
Climb: 3
Swim: 3
Jump: 3

INITIATIVE MODIFIER +4E

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
4 MELEE	14	+5
1 AGILITY	11	+1
3 RESILIENCE	13	+3
4 VIGILANCE	14	+4
4 EGO	14	+4
4 LOGIC	14	+5

DAMAGE

MELEE	dMarvel	× 6 MULTIPLIER	+ 4 ABILITY	
AGILITY	dMarvel	× 4 MULTIPLIER	+ 1 ABILITY	
EGO	dMarvel	× 4 MULTIPLIER	+ 4 ABILITY	
LOGIC	dMarvel	× 5 MULTIPLIER	+ 4 ABILITY	

TRAITS & TAGS

Traits
- Battle Ready
- Combat Expert
- **Connections:** Military (Thanos' army)
- Font of Information
- Leverage
- Presence
- Situational Awareness
- Tech Reliance

Tags
- Alien Heritage
- Extreme Appearance
- Public Identity
- Villainous

BIOGRAPHY

Real Name: Corvus Glaive
Height: 6'1" **Weight:** 144 lbs.
Eyes: Black (glow orange when using powers)
Hair: None
Gender: Male **Size:** Average
Distinguishing Features: Pale appearance with dark glowing eyes and pointed ears
Occupation: Military
Origin: Alien
Teams: Black Order
Base: Mobile

History
Corvus Glaive and his wife, Proxima Midnight, were among Thanos' earliest followers, and to this day, they remain among his most beloved subjects. They were the first to join the Mad Titan's coveted inner circle—his Black Order—and it is they who have kept the Order running, even in the Titan's absence.

Little is known of Glaive's early life or what happened to engender within him such fanatical devotion to one of the greatest monsters in the cosmos, but a fanatic he remains nonetheless. Not only has Glaive killed untold billions in the name of Thanos, he has—on multiple occasions—given his own life in pursuit of the Mad Titan's goals.

In fact, Glaive is still recovering from his last death, having been annihilated by Thor for attempting to kidnap the Asgardian pantheon's youngest member, Laussa Odinsdottir.

Personality
Glaive is a ruthless and hyperintelligent schemer. Often considered to be the real brains behind the Mad Titan's operations, Glaive has long been responsible for maintaining the logistical end of Thanos' many conquests.

It is Glaive who collects the taxes necessary to keep the Mad Titan's armies on their endless warpath, and it is he who draws up the plans for each battle along the way. He delights in these tasks and in the bloodshed that they offer.

POWERS

Basic
- Brilliance 1
- **Iconic Item:** Corvus Glaive's Glaive
- Inspiration
- Mighty 1

Melee Weapons (Sharp)
- Exploit
- Fast Attacks
- Hit & Run
- Riposte
- Vicious Attack
- Whirling Frenzy

Tactics
- Battle Plan
- Change of Plans
- Combat Support
- Focus Fire
- Hit the Dirt
- Keep Moving
- On Your Feet
- Operations Center

Iconic Item
Corvus Glaive's Glaive
Powers:
- Unkillable
- **Weapon:** Range: Reach + 1, Melee Damage Multiplier bonus: +2.

Restrictions:
- Carried

Power Value: 1

DESTROYER

Art by Carlos Magno & GURU-eFX

RANK	KARMA
3	3

HEALTH	DAMAGE REDUCTION
60	-1

FOCUS	DAMAGE REDUCTION
120	—

SPEED	INITIATIVE MODIFIER
Run: 5 **Climb:** 3 **Swim:** 3 **Jump:** 3	+4

ABILITIES

	ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
MELEE	2	12	+2
AGILITY	3	13	+4
RESILIENCE	2	12	+2
VIGILANCE	4	14	+4
EGO	2	12	+2
LOGIC	2	12	+2

DAMAGE

MELEE	dMarvel	× 4 MULTIPLIER	+	2 ABILITY
AGILITY	dMarvel	× 4 MULTIPLIER	+	3 ABILITY
EGO	dMarvel	× 3 MULTIPLIER	+	2 ABILITY
LOGIC	dMarvel	× 3 MULTIPLIER	+	2 ABILITY

TRAITS & TAGS

Traits
- Combat Expert
- **Connections:** Espionage
- Determination
- Extra Occupation
- Extraordinary Origin
- Interrogation
- Investigation
- Leverage
- Tech Reliance

Tags
- Authority
- Backup
- Black Market Access
- Heroic
- Public Identity

BIOGRAPHY

Real Name: Sharon Carter
Height: 5'8" **Weight:** 135 lbs.
Eyes: Blue **Hair:** Blond
Gender: Female **Size:** Average
Distinguishing Features: None
Occupation: Law Enforcer, Spy
Origin: High Tech, Special Training
Teams: S.H.I.E.L.D., Thunderbolts
Base: Mobile

History

Inspired by her Aunt Peggy's old war stories, Sharon Carter signed up to protect the world with S.H.I.E.L.D. Not long after that, she began working alongside Peggy's old comrade in arms and romantic partner, Captain America (Steve Rogers).

In time, Carter and Rogers began a romance of their own, though because of their duties, the relationship played out in fits and spurts, when it played out at all. At times, life and circumstance have even conspired to push them into direct conflict—like after the first superhuman civil war, when Carter was brainwashed into killing Rogers, or during the reign of the Secret Empire, when Rogers seemingly became an agent of Hydra. But somehow, they have always managed to repair their relationship and pick up where they left off.

Carter is one of the few S.H.I.E.L.D. operatives who can attest to having saved as many people as Steve Rogers himself, and for a brief period before it dissolved, she was even the head of the organization.

After her old friend the Destroyer (Roger Aubrey) was killed in battle, Carter decided to honor him by taking up his codename. As the new Destroyer, she currently spends most of her time fighting villainy around the globe with the Thunderbolts.

Personality

Much like Rogers, Sharon Carter is a coolheaded and determined operative. She has high ideals, and she isn't afraid to fight for them. In fact, she suspects that she's fated to do just that for the rest of her life.

POWERS

Basic
- Accuracy 1
- **Iconic Item:** Destroyer's Energy Baton
- Sturdy 1

Martial Arts
- Attack Stance
- Counterstrike Technique

Melee Weapons (Sharp)
- Fast Attacks
- Hit & Run
- Riposte
- Vicious Attack

Ranged Weapons
- Double Tap
- Point-Blank Parry
- Suppressive Fire

Iconic Item

Destroyer's Energy Baton

Powers:
- Neganite
- **Weapon:** Range: Reach/10, Melee/Agility Damage Multiplier bonus: +1

Restrictions:
- Carried

Power Value: 1

DESTROYER

Art by Carlos Magno & GURU-eFX

RANK	KARMA
3	3

HEALTH	DAMAGE REDUCTION
60	-1

FOCUS	DAMAGE REDUCTION
120	—

SPEED	INITIATIVE MODIFIER
Run: 5 **Climb:** 3 **Swim:** 3 **Jump:** 3	+4

ABILITIES

	ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
MELEE	2	12	+2
AGILITY	3	13	+4
RESILIENCE	2	12	+2
VIGILANCE	4	14	+4
EGO	2	12	+2
LOGIC	2	12	+2

DAMAGE

MELEE	dMarvel	× 4 MULTIPLIER	+	2 ABILITY
AGILITY	dMarvel	× 4 MULTIPLIER	+	3 ABILITY
EGO	dMarvel	× 3 MULTIPLIER	+	2 ABILITY
LOGIC	dMarvel	× 3 MULTIPLIER	+	2 ABILITY

TRAITS & TAGS

Traits
- Combat Expert
- **Connections:** Espionage
- Determination
- Extra Occupation
- Extraordinary Origin
- Interrogation
- Investigation
- Leverage
- Tech Reliance

Tags
- Authority
- Backup
- Black Market Access
- Heroic
- Public Identity

BIOGRAPHY

Real Name: Sharon Carter
Height: 5'8" **Weight:** 135 lbs.
Eyes: Blue **Hair:** Blond
Gender: Female **Size:** Average
Distinguishing Features: None
Occupation: Law Enforcer, Spy
Origin: High Tech, Special Training
Teams: S.H.I.E.L.D., Thunderbolts
Base: Mobile

History

Inspired by her Aunt Peggy's old war stories, Sharon Carter signed up to protect the world with S.H.I.E.L.D. Not long after that, she began working alongside Peggy's old comrade in arms and romantic partner, Captain America (Steve Rogers).

In time, Carter and Rogers began a romance of their own, though because of their duties, the relationship played out in fits and spurts, when it played out at all. At times, life and circumstance have even conspired to push them into direct conflict—like after the first superhuman civil war, when Carter was brainwashed into killing Rogers, or during the reign of the Secret Empire, when Rogers seemingly became an agent of Hydra. But somehow, they have always managed to repair their relationship and pick up where they left off.

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After her old friend the Destroyer (Roger Aubrey) was killed in battle, Carter decided to honor him by taking up his codename. As the new Destroyer, she currently spends most of her time fighting villainy around the globe with the Thunderbolts.

Personality

Much like Rogers, Sharon Carter is a coolheaded and determined operative. She has high ideals, and she isn't afraid to fight for them. In fact, she suspects that she's fated to do just that for the rest of her life.

POWERS

Basic
- Accuracy 1
- **Iconic Item:** Destroyer's Energy Baton
- Sturdy 1

Martial Arts
- Attack Stance
- Counterstrike Technique

Melee Weapons (Sharp)
- Fast Attacks
- Hit & Run
- Riposte
- Vicious Attack

Ranged Weapons
- Double Tap
- Point-Blank Parry
- Suppressive Fire

Iconic Item

Destroyer's Energy Baton

Powers:
- Neganite
- **Weapon:** Range: Reach/10, Melee/Agility Damage Multiplier bonus: +1

Restrictions:
- Carried

Power Value: 1

EBONY MAW

Art by InHyuk Lee

RANK	KARMA
4	—

HEALTH	DAMAGE REDUCTION
90	—

FOCUS	DAMAGE REDUCTION
180	—

SPEED	INITIATIVE MODIFIER
Run: 5 **Climb:** 3 **Swim:** 3 **Jump:** 3	+5E

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
1 MELEE	11	+1
2 AGILITY	12	+2
3 RESILIENCE	13	+3
5 VIGILANCE	15	+5
5 EGO	15	+5
4 LOGIC	14	+7

DAMAGE

MELEE	MARVEL dMarvel	× 4 MULTIPLIER	+	1 ABILITY
AGILITY	MARVEL dMarvel	× 4 MULTIPLIER	+	2 ABILITY
EGO	MARVEL dMarvel	× 4 MULTIPLIER	+	5 ABILITY
LOGIC	MARVEL dMarvel	× 7 MULTIPLIER	+	4 ABILITY

TRAITS & TAGS

Traits
- Battle Ready
- **Connections:** Military (Thanos' army)
- Dealmaker
- Leverage
- Presence
- Situational Awareness
- Skeptical

Tags
- Alien Heritage
- Extreme Appearance
- Public Identity
- Villainous

BIOGRAPHY

Real Name: Ebony Maw
Height: 6'5" **Weight:** 204 lbs.
Eyes: Blue **Hair:** Gray
Gender: Male **Size:** Average
Distinguishing Features: Pale skin, pointed ears, no nose
Occupation: Military
Origin: Alien
Teams: Black Order
Base: Mobile

History
Loyalty is a foreign concept to Ebony Maw. Even in his youth, he followed Thanos not out of a sense of loyalty, but because he believed he could eventually overthrow the Mad Titan and claim Thanos' vast empire as his own.

Though Maw's initial plan to subvert Thanos ultimately failed, the Titan was impressed enough with Maw's brilliant mind that he chose not only to keep the schemer around but to make Maw a founding member of his new inner circle: the Black Order. Maw never stopped trying to usurp Thanos, but his attempts always failed. In the spaces between his bouts of treason, he orchestrated many of the Mad Titan's greatest triumphs.

After the fall of Thanos' dark empire, Maw and his Black Order colleagues became mercenaries for hire, doing wet work for the galaxy's nastiest criminals. Though the Titan's absence has somewhat tempered Maw's unrelenting ambition, he's not above a bit of betrayal when it suits him.

Personality
Whether through psychic suggestion or simple rhetoric, Maw is always looking to manipulate people toward his own ends. His persuasive powers can make him an invaluable ally, but only if kept on a tight leash. The moment he sees an opportunity to seize power for himself, he is sure to take it.

POWERS

Basic
- Brilliance 3
- Inspiration

Tactics
- Battle Plan

Telekinesis
- Telekinetic Attack
- Telekinetic Manipulation

Telepathy
- Command
- Mirage
- Orders
- Telepathic Link
- Telepathic Network

Teleportation
- Blink
- Teleport 2
- Teleport Together

EBONY MAW

Art by InHyuk Lee

RANK	KARMA
4	—

HEALTH	DAMAGE REDUCTION
90	—

FOCUS	DAMAGE REDUCTION
180	—

SPEED	INITIATIVE MODIFIER
Run: 5 **Climb:** 3 **Swim:** 3 **Jump:** 3	+5E

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
1 MELEE	11	+1
2 AGILITY	12	+2
3 RESILIENCE	13	+3
5 VIGILANCE	15	+5
5 EGO	15	+5
4 LOGIC	14	+7

DAMAGE

MELEE	MARVEL dMarvel	× 4 MULTIPLIER	+	1 ABILITY
AGILITY	MARVEL dMarvel	× 4 MULTIPLIER	+	2 ABILITY
EGO	MARVEL dMarvel	× 4 MULTIPLIER	+	5 ABILITY
LOGIC	MARVEL dMarvel	× 7 MULTIPLIER	+	4 ABILITY

TRAITS & TAGS

Traits
- Battle Ready
- **Connections:** Military (Thanos' army)
- Dealmaker
- Leverage
- Presence
- Situational Awareness
- Skeptical

Tags
- Alien Heritage
- Extreme Appearance
- Public Identity
- Villainous

BIOGRAPHY

Real Name: Ebony Maw
Height: 6'5" **Weight:** 204 lbs.
Eyes: Blue **Hair:** Gray
Gender: Male **Size:** Average
Distinguishing Features: Pale skin, pointed ears, no nose
Occupation: Military
Origin: Alien
Teams: Black Order
Base: Mobile

History
Loyalty is a foreign concept to Ebony Maw. Even in his youth, he followed Thanos not out of a sense of loyalty, but because he believed he could eventually overthrow the Mad Titan and claim Thanos' vast empire as his own.

Though Maw's initial plan to subvert Thanos ultimately failed, the Titan was impressed enough with Maw's brilliant mind that he chose not only to keep the schemer around but to make Maw a founding member of his new inner circle: the Black Order. Maw never stopped trying to usurp Thanos, but his attempts always failed. In the spaces between his bouts of treason, he orchestrated many of the Mad Titan's greatest triumphs.

After the fall of Thanos' dark empire, Maw and his Black Order colleagues became mercenaries for hire, doing wet work for the galaxy's nastiest criminals. Though the Titan's absence has somewhat tempered Maw's unrelenting ambition, he's not above a bit of betrayal when it suits him.

Personality
Whether through psychic suggestion or simple rhetoric, Maw is always looking to manipulate people toward his own ends. His persuasive powers can make him an invaluable ally, but only if kept on a tight leash. The moment he sees an opportunity to seize power for himself, he is sure to take it.

POWERS

Basic
- Brilliance 3
- Inspiration

Tactics
- Battle Plan

Telekinesis
- Telekinetic Attack
- Telekinetic Manipulation

Telepathy
- Command
- Mirage
- Orders
- Telepathic Link
- Telepathic Network

Teleportation
- Blink
- Teleport 2
- Teleport Together

EXECUTIONER

Art by Jan Bazaldua & Matt Hollingsworth

RANK	KARMA
4	—

HEALTH	DAMAGE REDUCTION
180	-1

FOCUS	DAMAGE REDUCTION
120	—

SPEED
Run: 6
Climb: 3
Swim: 3
Jump: 6

INITIATIVE MODIFIER +3

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
7 MELEE	16	+11
2 AGILITY	11	+2
6 RESILIENCE	16	+6
3 VIGILANCE	13	+3
1 EGO	11	+1
1 LOGIC	11	+1

DAMAGE

MELEE	MARVEL dMarvel	× 8 MULTIPLIER	+	7 ABILITY
AGILITY	MARVEL dMarvel	× 6 MULTIPLIER	+	2 ABILITY
EGO	MARVEL dMarvel	× 4 MULTIPLIER	+	1 ABILITY
LOGIC	MARVEL dMarvel	× 4 MULTIPLIER	+	1 ABILITY

TRAITS & TAGS

Traits
- Battle Ready
- Big
- Combat Expert
- **Connections:** Outsiders
- Determination
- Enhanced Physique
- Fearless
- Fresh Eyes
- God Heritage
- Magic Item Reliance
- Stranger

Tags
- Public Identity
- Supernatural
- Worshipped

BIOGRAPHY

Real Name: Skurge
Height: 7'2" **Weight:** 1,100 lbs.
Eyes: Blue **Hair:** Black, usually shaved
Gender: Male **Size:** Big
Distinguishing Features: None
Occupation: Outsider
Origin: Mythic: Asgardian
Teams: Asgardians of the Galaxy, Masters of Evil, Roxxon
Base: Asgard

History
A fierce but lonely Asgardian warrior, Skurge the Executioner proved all too easy for the Enchantress to manipulate. Without her casting so much as a simple charm, he vowed to obey her every word. He assisted her in countless schemes to ensnare Thor, even while knowing that the Thunder God was the one she truly loved. He followed her into the Masters of Evil and dozens of disastrous fights with the Avengers. He followed her into exile, into war and even to the brink of death.

After years of such abuse, Skurge never stopped loving the Enchantress, but he did start going on adventures of his own.

On one of those adventures, he sacrificed himself to save Thor from the assembled forces of Hel and to preserve the safety of Asgard. Then, after escaping Valhalla, he once again gave his life to protect Earth during the War of the Realms.

Personality
Deep down, Skurge is a soft-spoken and noble warrior. Under normal circumstances, he would never attack an unarmed opponent or harm another Asgardian—at least not without serious provocation. However, he's willing to put his principles aside to prove his undying love for the Enchantress. He knows that she may never truly love him, yet he believes that to defy her would be to deny his own heart.

POWERS

Basic
- Environmental Protection
- **Iconic Item:** The Bloodaxe
- Mighty 4
- Sturdy 1

Melee Weapons (Sharp)
- Exploit
- Fast Attacks
- Furious Attacks
- Vicious Attack
- Whirling Frenzy

Super-Strength
- Banging Heads
- Immovable
- Jump 1

Iconic Item

Bloodaxe (New)

Powers:
- Godkiller
- **Power Slider (Bloodied):** If the user gets a Fantastic success on an attack with this weapon and causes bleeding, their powers are boosted. If they are knocked unconscious by a foe in battle, they die.
- Uru
- **Weapon:** Range: Reach/unlimited, Melee/Agility Damage Multiplier bonus: +2.

Restrictions:
- Carried
- Flashy

Power Value: 2

FALCON (JOAQUIN TORRES)

Art by Paul Renaud & John Rauch

RANK	KARMA
3	3

HEALTH	DAMAGE REDUCTION
60	—

FOCUS	DAMAGE REDUCTION
90	—

SPEED
Run: 6
Climb: 3
Swim: 3
Jump: 3
Flight: 18

INITIATIVE MODIFIER +3

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
3 MELEE	15	+4
5 AGILITY	15	+5
2 RESILIENCE	12	+2
3 VIGILANCE	13	+3
3 EGO	13	+3
1 LOGIC	11	+1

DAMAGE

MELEE	MARVEL dMarvel	× 4 MULTIPLIER	+	3 ABILITY
AGILITY	MARVEL dMarvel	× 3 MULTIPLIER	+	5 ABILITY
EGO	MARVEL dMarvel	× 3 MULTIPLIER	+	3 ABILITY
LOGIC	MARVEL dMarvel	× 3 MULTIPLIER	+	1 ABILITY

TRAITS & TAGS

Traits
- Combat Reflexes
- **Connections:** Super Heroes
- Fearless
- Quick Learner
- Tech Reliance
- Weird

Tags
- Black Market Access
- Extreme Appearance
- Heroic
- **Mentor:** Captain America (Sam Wilson)
- Secret Identity (known to allies)
- Young

BIOGRAPHY

Real Name: Joaquin Torres
Height: 5'11" **Weight:** 160 lbs.
Eyes: Brown **Hair:** Black
Gender: Male **Size:** Average
Distinguishing Features: Human/falcon hybrid with wings and talons
Occupation: Adventurer
Origin: Weird Science
Teams: Champions
Base: Mobile

History

As an immigrant, Joaquin Torres considered it his duty to make the deadly passage across the U.S. southern border desert easier for those who came after him. He stuck his neck out to deliver food and water to people in desperate need, and in exchange for his troubles, both he and the people he was trying to help were kidnapped by the Sons of the Serpent and turned into human-animal hybrids.

Torres' DNA was spliced with that of Redwing, the pet falcon of Captain America (Sam Wilson). Wilson himself later liberated the Serpent compound, and in time, all the subjects of the experiments reverted to their original forms—except for Torres.

Wilson took Torres on as his apprentice, and Torres in turn adopted Wilson's old codename, the Falcon. Together, the pair discovered that Redwing had been carrying a weakened form of the virus that causes vampirism, and that the virus was preventing Torres from returning to normal.

Driven by a desire to help others, Torres kept on as Wilson's apprentice and even joined the Champions in their fight against the Secret Empire. Later, while preventing a terrorist attack, Torres was dosed with poison that activated the weakened form of the vampirism virus he'd inherited. This made him more powerful and volatile until he reluctantly accepted treatment from Wakandan scientists. With his mutations under control, Falcon is now Wilson's permanent partner.

Personality

Despite the darkness that he's faced with every day, Falcon always manages to stay positive. In fact, he's overjoyed to have been given a chance to push back against the evil he sees in the world. He and Wilson have similarly dry senses of humor, and their rapport as partners is unmatched.

POWERS

Basic
- Environmental Protection
- Evasion
- Flight 2
- Healing Factor
- Heightened Senses 1
- Mighty 1

Super-Strength
- Banging Heads
- Clobber
- Crushing Grip

Telepathy
- Animal Bond (Redwing)

FALCON (JOAQUIN TORRES)

Art by Paul Renaud & John Rauch

RANK	KARMA
3	3

HEALTH	DAMAGE REDUCTION
60	—

FOCUS	DAMAGE REDUCTION
90	—

SPEED
Run: 6
Climb: 3
Swim: 3
Jump: 3
Flight: 18

INITIATIVE MODIFIER +3

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
3 MELEE	15	+4
5 AGILITY	15	+5
2 RESILIENCE	12	+2
3 VIGILANCE	13	+3
3 EGO	13	+3
1 LOGIC	11	+1

DAMAGE

MELEE	MARVEL dMarvel	× 4 MULTIPLIER	+	3 ABILITY
AGILITY	MARVEL dMarvel	× 3 MULTIPLIER	+	5 ABILITY
EGO	MARVEL dMarvel	× 3 MULTIPLIER	+	3 ABILITY
LOGIC	MARVEL dMarvel	× 3 MULTIPLIER	+	1 ABILITY

TRAITS & TAGS

Traits
- Combat Reflexes
- **Connections:** Super Heroes
- Fearless
- Quick Learner
- Tech Reliance
- Weird

Tags
- Black Market Access
- Extreme Appearance
- Heroic
- **Mentor:** Captain America (Sam Wilson)
- Secret Identity (known to allies)
- Young

BIOGRAPHY

Real Name: Joaquin Torres
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Distinguishing Features: Human/falcon hybrid with wings and talons
Occupation: Adventurer
Origin: Weird Science
Teams: Champions
Base: Mobile

History

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POWERS

Basic
- Environmental Protection
- Evasion
- Flight 2
- Healing Factor
- Heightened Senses 1
- Mighty 1

Super-Strength
- Banging Heads
- Clobber
- Crushing Grip

Telepathy
- Animal Bond (Redwing)

FALCON (SAM WILSON)

Art by Greg Tocchini

RANK	KARMA
4	4

HEALTH	DAMAGE REDUCTION
90	—

FOCUS	DAMAGE REDUCTION
120	—

SPEED	INITIATIVE MODIFIER
Run: 6 **Climb:** 3 **Swim:** 3 **Jump:** 3 **Flight:** 24	+3

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
5 MELEE	15	+6
5 AGILITY	15	+5
3 RESILIENCE	13	+3
3 VIGILANCE	13	+3
2 EGO	12	+2
2 LOGIC	12	+2

DAMAGE

MELEE	MARVEL dMarvel	× 5 MULTIPLIER	+	5 ABILITY
AGILITY	MARVEL dMarvel	× 4 MULTIPLIER	+	5 ABILITY
EGO	MARVEL dMarvel	× 4 MULTIPLIER	+	2 ABILITY
LOGIC	MARVEL dMarvel	× 4 MULTIPLIER	+	2 ABILITY

TRAITS & TAGS

Traits

- Battle Ready
- Combat Expert
- **Connections:** Super Heroes
- Determination
- Extraordinary Origin
- Fearless
- Tech Reliance
- Weird

Tags

- Black Market Access
- Heroic
- Public Identity
- Streetwise

BIOGRAPHY

Real Name: Samuel Thomas "Sam" Wilson
Height: 6'2" **Weight:** 240 lbs.
Eyes: Brown **Hair:** Black
Gender: Male **Size:** Average
Distinguishing Features: None
Occupation: Adventurer
Origin: High Tech, Weird Science
Teams: Avengers, S.H.I.E.L.D.
Base: New York City

History

Sam Wilson grew up as an orphan in Harlem. As an adult, he was determined to give back to the community that raised him. He was helping out as a social worker when a fateful encounter with the Red Skull and a Cosmic Cube granted him super-strength and the ability to communicate with birds.

Shortly thereafter, Wilson ran into Steve Rogers—the original Captain America. Wilson and Rogers became fast friends, and together, they defeated the Red Skull. Subsequently, Rogers and Wilson became crimefighting partners: Captain America and the Falcon.

Wilson gradually developed a prowess in battle to rival Rogers' own. At times when Rogers has been unwilling or unable to take up the mantle of Captain America, Wilson has taken his place. Nowadays, both Wilson and Rogers go by the codename of Captain America.

This profile represents Wilson before he donned the Stars and Stripes, back when he was known as the Falcon.

Personality

Even more so than Rogers, Wilson's defining trait is his love for the downtrodden. His one goal in life is to use his powers for the protection of the weak and the oppressed.

Although Wilson is generally a serious man with a dry sense of humor, he occasionally jokes around with those closest to him, particularly his avian companion Redwing.

POWERS

Basic

- Flight 2
- Inspiration
- Mighty 1

Martial Arts

- Banging Heads
- Brace for Impact
- Chain Strikes
- Do This All Day
- Fast Strikes
- Flying Double Kick
- Focused Strike
- Grappling Technique
- Leg Sweep

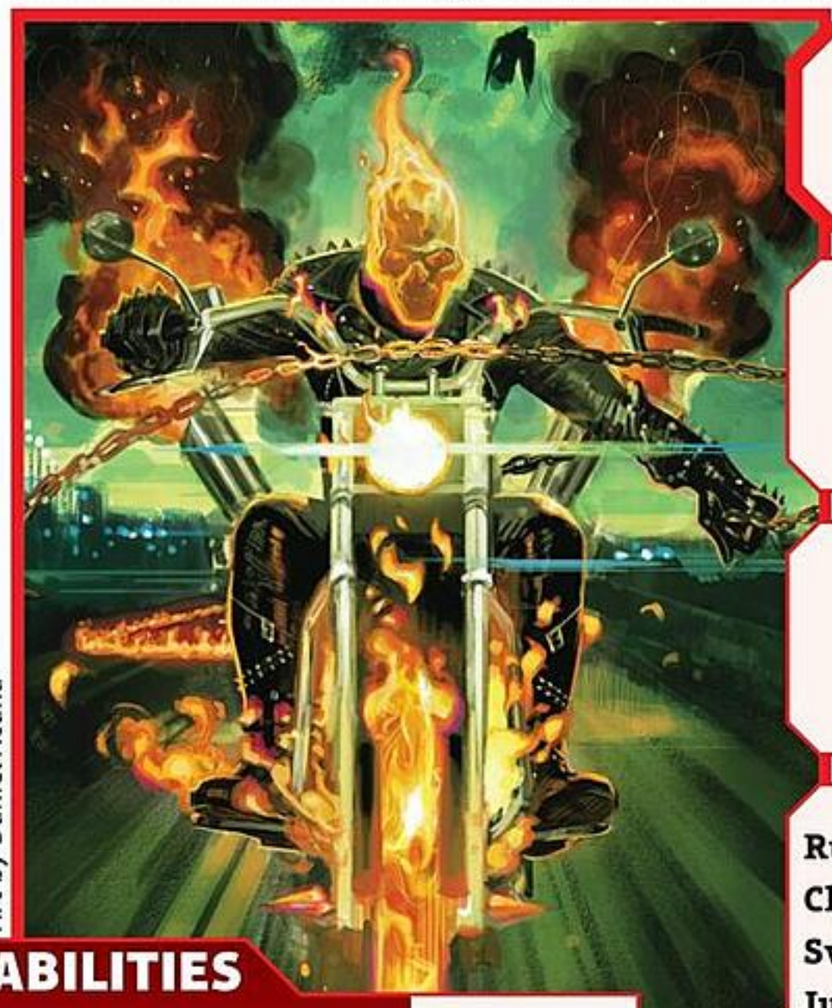
Melee Weapons (Blunt)

- Hit & Run
- Vicious Attack

Telepathy

- Animal Bond (Redwing)
- Animal Communication (birds)

GHOST RIDER (JOHNNY BLAZE)



Art by Daniel Acuña

RANK	KARMA
5	—

HEALTH	DAMAGE REDUCTION
150	—

FOCUS	DAMAGE REDUCTION
120	—

SPEED	INITIATIVE MODIFIER
Run: 6 **Climb:** 3 **Swim:** 3 **Jump:** 3	+4

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
7 MELEE	17	+11
5 AGILITY	15	+7
5 RESILIENCE	15	+5
4 VIGILANCE	14	+4
3 EGO	13	+3
1 LOGIC	11	+1

DAMAGE

MELEE	MARVEL dMarvel	× 9 MULTIPLIER	+	7 ABILITY
AGILITY	MARVEL dMarvel	× 7 MULTIPLIER	+	5 ABILITY
EGO	MARVEL dMarvel	× 5 MULTIPLIER	+	3 ABILITY
LOGIC	MARVEL dMarvel	× 5 MULTIPLIER	+	1 ABILITY

TRAITS & TAGS

Traits

- **Connections:** Super Heroes
- Enduring Constitution
- Extra Occupation
- Famous
- Fearless
- Gearhead
- Loner
- Piloting
- Presence
- Public Speaking

Tags

- Alternate Form (Johnny Blaze)
- Black Market Access
- Cursed
- Extreme Appearance (in alternate form)
- Public Identity
- Supernatural

BIOGRAPHY

Real Name: Johnathon "Johnny" Blaze
Height: 5'10"/6'2" **Weight:** 180 lbs./220 lbs.
Eyes: Blue/none **Hair:** Blond/none
Gender: Male **Size:** Average
Distinguishing Features: Flaming skull for a head when transformed
Occupation: Adventurer, Entertainer
Origin: Spirit of Vengeance
Teams: Savage Avengers, Thunderbolts
Base: Mobile

History

To cure his adoptive father Crash Simpson's terminal illness, Johnny Blaze summoned Mephisto and made him an offer: save Simpson's life in exchange for Blaze's eternal servitude. Mephisto agreed, but as with all deals with the devil, there was a catch. Mere days later, not knowing that he had been cured, Simpson decided to go out in a blaze of glory and died attempting to perform a nearly impossible motorcycle stunt.

Blaze, unfortunately, still had to hold up his end of the bargain. Mephisto imbued his new servant with an ancient Spirit of Vengeance named Zarathos, turning him into the brimstone daredevil known as Ghost Rider. Unable to fully control his dangerous new form, Blaze abandoned his remaining loved ones and began a lonely life on the road, traveling aimlessly from town to town and meting out justice to every criminal and demon foolish enough to cross his path.

Over the years, Blaze's travels have taken him just about everywhere. He's fought alongside the likes of the Avengers and seen the sun rise in distant dimensions. On one adventure, he even managed to depose Mephisto and install himself as the King of Hell.

Blaze has been depowered, repowered, killed and resurrected, and he's reigned in Hell and served in Heaven. But no matter what happens to him, he always returns to the status quo: just him and Zarathos riding into the unknown.

Personality

For many years, Blaze and Zarathos resented each other. Blaze wanted to live a normal life, while the spirit wanted to wreak vengeance everywhere. Eventually, they reached something of an equilibrium. Blaze has resigned himself to the life of a Ghost Rider, and Zarathos holds back his thirst for vengeance when Blaze asks.

POWERS

Basic

- Accuracy 2
- Environmental Protection
- Healing Factor
- Mighty 4
- Slow-Motion Dodge

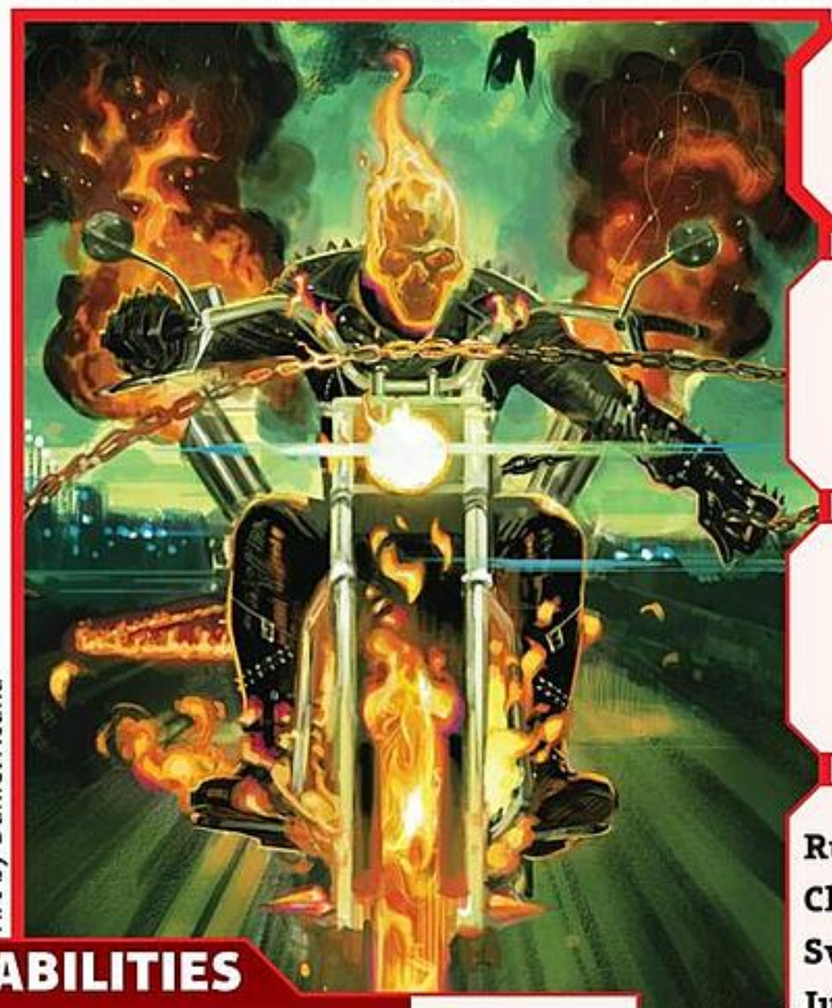
Elemental Control (Hellfire)

- Elemental Barrage
- Elemental Barrier
- Elemental Blast
- Elemental Burst
- Elemental Infusion
- Elemental Protection 3 (30 points to shatter)
- Elemental Reinforcement
- Elemental Ricochet

Magic (Demonic)

- Hellfire Chains
- Penance Stare
- Possess Vehicle
- Sense Sins

GHOST RIDER (JOHNNY BLAZE)



Art by Daniel Acuña

RANK	KARMA
5	—

HEALTH	DAMAGE REDUCTION
150	—

FOCUS	DAMAGE REDUCTION
120	—

SPEED	INITIATIVE MODIFIER
Run: 6 **Climb:** 3 **Swim:** 3 **Jump:** 3	+4

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
7 MELEE	17	+11
5 AGILITY	15	+7
5 RESILIENCE	15	+5
4 VIGILANCE	14	+4
3 EGO	13	+3
1 LOGIC	11	+1

DAMAGE

MELEE	MARVEL dMarvel	× 9 MULTIPLIER	+	7 ABILITY
AGILITY	MARVEL dMarvel	× 7 MULTIPLIER	+	5 ABILITY
EGO	MARVEL dMarvel	× 5 MULTIPLIER	+	3 ABILITY
LOGIC	MARVEL dMarvel	× 5 MULTIPLIER	+	1 ABILITY

TRAITS & TAGS

Traits

- **Connections:** Super Heroes
- Enduring Constitution
- Extra Occupation
- Famous
- Fearless
- Gearhead
- Loner
- Piloting
- Presence
- Public Speaking

Tags

- Alternate Form (Johnny Blaze)
- Black Market Access
- Cursed
- Extreme Appearance (in alternate form)
- Public Identity
- Supernatural

BIOGRAPHY

Real Name: Johnathon "Johnny" Blaze
Height: 5'10"/6'2" **Weight:** 180 lbs./220 lbs.
Eyes: Blue/none **Hair:** Blond/none
Gender: Male **Size:** Average
Distinguishing Features: Flaming skull for a head when transformed
Occupation: Adventurer, Entertainer
Origin: Spirit of Vengeance
Teams: Savage Avengers, Thunderbolts
Base: Mobile

History

To cure his adoptive father Crash Simpson's terminal illness, Johnny Blaze summoned Mephisto and made him an offer: save Simpson's life in exchange for Blaze's eternal servitude. Mephisto agreed, but as with all deals with the devil, there was a catch. Mere days later, not knowing that he had been cured, Simpson decided to go out in a blaze of glory and died attempting to perform a nearly impossible motorcycle stunt.

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Personality

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POWERS

Basic

- Accuracy 2
- Environmental Protection
- Healing Factor
- Mighty 4
- Slow-Motion Dodge

Elemental Control (Hellfire)

- Elemental Barrage
- Elemental Barrier
- Elemental Blast
- Elemental Burst
- Elemental Infusion
- Elemental Protection 3 (30 points to shatter)
- Elemental Reinforcement
- Elemental Ricochet

Magic (Demonic)

- Hellfire Chains
- Penance Stare
- Possess Vehicle
- Sense Sins

GIANT-MAN

Art by Mike McKone & Jeromy Cox

RANK	KARMA
4	4

HEALTH	DAMAGE REDUCTION
90	—

FOCUS	DAMAGE REDUCTION
120	—

SPEED
Run: 5
Climb: 3
Swim: 3
Jump: 3

INITIATIVE MODIFIER +4

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
3 MELEE	13	+3
2 AGILITY	12	+2
3 RESILIENCE	13	+3
4 VIGILANCE	14	+4
2 EGO	12	+2
6 LOGIC	16	+7

DAMAGE

MELEE	MARVEL dMarvel	× 4 MULTIPLIER	+	3 ABILITY
AGILITY	MARVEL dMarvel	× 4 MULTIPLIER	+	2 ABILITY
EGO	MARVEL dMarvel	× 4 MULTIPLIER	+	2 ABILITY
LOGIC	MARVEL dMarvel	× 5 MULTIPLIER	+	6 ABILITY

TRAITS & TAGS

Traits
- Fearless
- Font of Information
- Gearhead
- Inventor
- Quick Learner
- Scientific Expertise
- Tech Reliance

Tags
- Heroic
- Lab Access
- Mental Health Conditions
- Public Identity

BIOGRAPHY

Real Name: Henry Jonathan "Hank" Pym
Height: Varies, usually 6'
Weight: Varies, usually 185 lbs.
Eyes: Blue **Hair:** Blond
Gender: Male **Size:** Varies, usually average
Distinguishing Features: None
Occupation: Scientist
Origin: High Tech: Pym Particles
Teams: Avengers
Base: Avengers Mansion

History

A brilliant young scientist, Hank Pym lost his first wife, Maria, when she was gunned down by members of the Hungarian secret police. Determined to create a world free of senseless violence, he vowed to use his scientific prowess for the betterment of all humanity.

Pym's first major discovery came in the form of Pym Particles, a mysterious substance that allows any who touch it to grow and shrink at will. Armed with these powers, Pym and his eventual second wife, the Wasp (Janet Van Dyne), became founding members of the heroic Avengers.

Later on in life, a combination of stress and exposure to unstable Pym Particles sent Pym into a nervous breakdown, during which he struck the Wasp and became the first member of the Avengers to be formally removed from the team. The pair subsequently divorced. Though Pym's mind eventually recovered, his past acts continued to haunt him, despite his struggles to redeem himself.

Pym has gone by a number of titles over the years—Ant-Man, Yellowjacket, Goliath and even Wasp—but this profile represents him during his halcyon days, back when he was simply Giant-Man.

Personality

Pym's blind ambition often drives him to create things the world would be better off without, including, most famously, the super villain Ultron. He's spent countless hours trying to unmake the evil robot, but more often than not, his proposed solutions have only created more problems.

In his best moments, Pym is a thoughtful inventor and a fearless hero. But in his worst, he can end up putting himself, and the people around him, in real danger.

POWERS

Basic
- Brilliance 1

Resize
- Grow 4
- Growing Attack
- Macrodimensional Travel
- Microdimensional Travel
- Resize Object
- Resize Other
- Shrink 4
- Shrinking Dodge

Super-Strength
- Banging Heads

Telepathy
- Animal Communication (insects)

GIANT-MAN

Art by Mike McKone & Jeromy Cox

RANK	KARMA
4	4

HEALTH	DAMAGE REDUCTION
90	—

FOCUS	DAMAGE REDUCTION
120	—

SPEED
Run: 5
Climb: 3
Swim: 3
Jump: 3

INITIATIVE MODIFIER +4

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
3 MELEE	13	+3
2 AGILITY	12	+2
3 RESILIENCE	13	+3
4 VIGILANCE	14	+4
2 EGO	12	+2
6 LOGIC	16	+7

DAMAGE

MELEE	MARVEL dMarvel	× 4 MULTIPLIER	+	3 ABILITY
AGILITY	MARVEL dMarvel	× 4 MULTIPLIER	+	2 ABILITY
EGO	MARVEL dMarvel	× 4 MULTIPLIER	+	2 ABILITY
LOGIC	MARVEL dMarvel	× 5 MULTIPLIER	+	6 ABILITY

TRAITS & TAGS

Traits
- Fearless
- Font of Information
- Gearhead
- Inventor
- Quick Learner
- Scientific Expertise
- Tech Reliance

Tags
- Heroic
- Lab Access
- Mental Health Conditions
- Public Identity

BIOGRAPHY

Real Name: Henry Jonathan "Hank" Pym
Height: Varies, usually 6'
Weight: Varies, usually 185 lbs.
Eyes: Blue **Hair:** Blond
Gender: Male **Size:** Varies, usually average
Distinguishing Features: None
Occupation: Scientist
Origin: High Tech: Pym Particles
Teams: Avengers
Base: Avengers Mansion

History

A brilliant young scientist, Hank Pym lost his first wife, Maria, when she was gunned down by members of the Hungarian secret police. Determined to create a world free of senseless violence, he vowed to use his scientific prowess for the betterment of all humanity.

Pym's first major discovery came in the form of Pym Particles, a mysterious substance that allows any who touch it to grow and shrink at will. Armed with these powers, Pym and his eventual second wife, the Wasp (Janet Van Dyne), became founding members of the heroic Avengers.

Later on in life, a combination of stress and exposure to unstable Pym Particles sent Pym into a nervous breakdown, during which he struck the Wasp and became the first member of the Avengers to be formally removed from the team. The pair subsequently divorced. Though Pym's mind eventually recovered, his past acts continued to haunt him, despite his struggles to redeem himself.

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In his best moments, Pym is a thoughtful inventor and a fearless hero. But in his worst, he can end up putting himself, and the people around him, in real danger.

POWERS

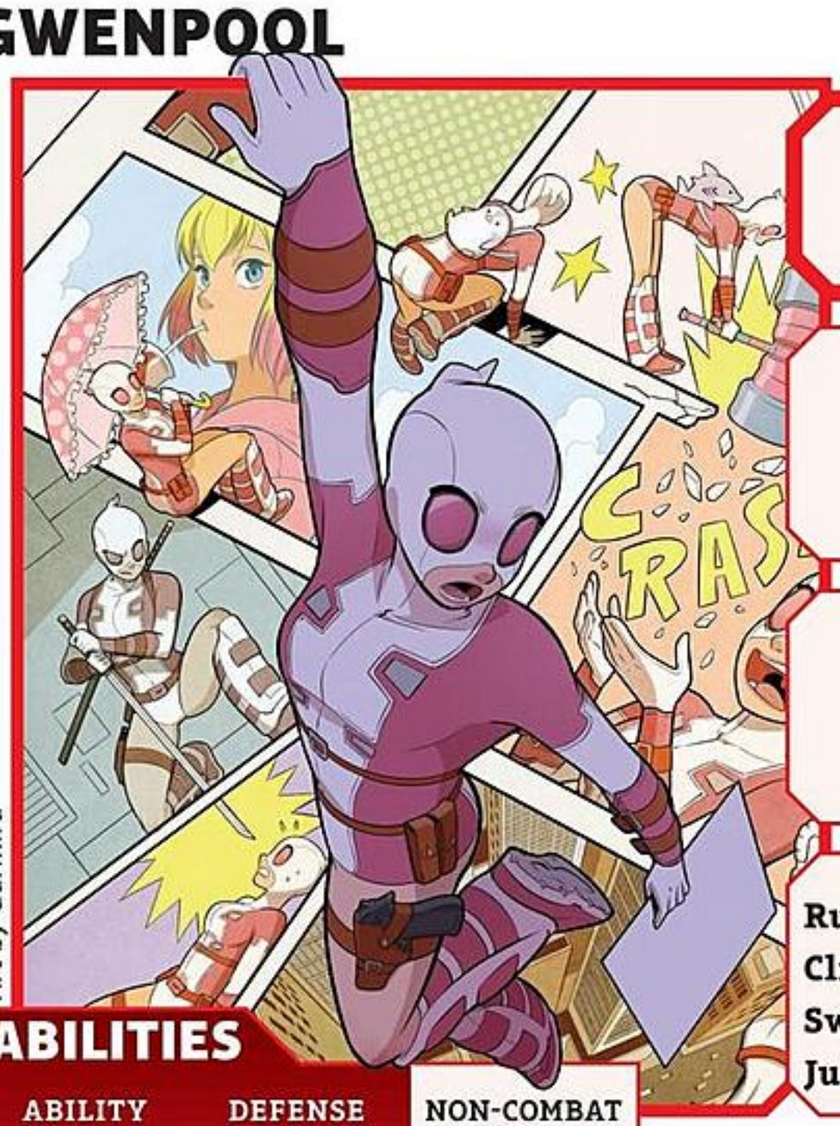
Basic
- Brilliance 1

Resize
- Grow 4
- Growing Attack
- Macrodimensional Travel
- Microdimensional Travel
- Resize Object
- Resize Other
- Shrink 4
- Shrinking Dodge

Super-Strength
- Banging Heads

Telepathy
- Animal Communication (insects)

GWENPOOL



Art by Gurihiru

RANK	KARMA
3	3

HEALTH	DAMAGE REDUCTION
90	—

FOCUS	DAMAGE REDUCTION
90	—

SPEED	INITIATIVE MODIFIER
Run: 5 **Climb:** 3 **Swim:** 3 **Jump:** 3	+3

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
2 MELEE	12	+2
4 AGILITY	14	+5
3 RESILIENCE	13	+3
3 VIGILANCE	13	+3
2 EGO	12	+2
1 LOGIC	11	+1

DAMAGE

MELEE	MARVEL dMarvel	× 3 MULTIPLIER	+	2 ABILITY
AGILITY	MARVEL dMarvel	× 4 MULTIPLIER	+	4 ABILITY
EGO	MARVEL dMarvel	× 3 MULTIPLIER	+	2 ABILITY
LOGIC	MARVEL dMarvel	× 3 MULTIPLIER	+	1 ABILITY

TRAITS & TAGS

Traits

- Combat Reflexes
- **Connections:** Super Heroes
- Fearless
- Free Running
- Fresh Eyes

Tags

- Black Market Access
- Heroic
- Media Awareness
- Mysterious
- Public Identity

BIOGRAPHY

Real Name: Gwendolyn "Gwen" Poole
Height: 5'4" **Weight:** 125 lbs.
Eyes: Blue
Hair: Blond, with dyed pink tips
Gender: Female **Size:** Average
Distinguishing Features: None
Occupation: Adventurer
Origin: Unknown
Teams: GwenHive, M.O.D.O.K., West Coast Avengers
Base: Mobile

History

Gwendolyn Poole grew up in a world much like our own, in which the heroes and villains of Earth-616 exist only as fictional characters. As a high-school dropout with few prospects in life, she spent her days holed up in her room, reading hundreds of comics, all the while wishing that she could be a Marvel character herself.

Then, somehow, it happened. Poole was sucked onto the real Earth-616, where she immediately threw on a costume and began working her way up the ranks of the underworld as the unbelievable Gwenpool.

Poole's awareness of Marvel tropes allowed her to quickly propel herself into a position of power, but success brought her no satisfaction. Eventually, she sought out her brother, Teddy, who tried to return them to their homeworld, but only stranded them in a similar-looking comic book dimension.

Through sheer willpower, Poole pierced the veil of this false world and gained the ability to traverse the spaces between panels and rewrite the reality of comic books themselves. Shocked by the implications of her new powers, Poole returned to Earth-616 and rededicated herself to the life of a hero. Since then, she's worked with the West Coast Avengers, the X-Men and even other versions of herself.

Personality

In her early days, Gwenpool was violent at best and outright murderous at worst. It took a long time for her to begin thinking of the denizens of Earth-616 as real people rather than fictional fodder.

However, she's since learned the error of her ways, and the super-hero community now knows her for what she is: an excitable nerd with a good heart. Though she loves romance stories, Poole personally identifies as asexual and aromantic.

POWERS

Basic

- Accuracy 1
- Combat Trickery
- Slow-Motion Dodge

Melee Weapons (Sharp)

- Fast Attacks
- Hit & Run
- Whirling Frenzy

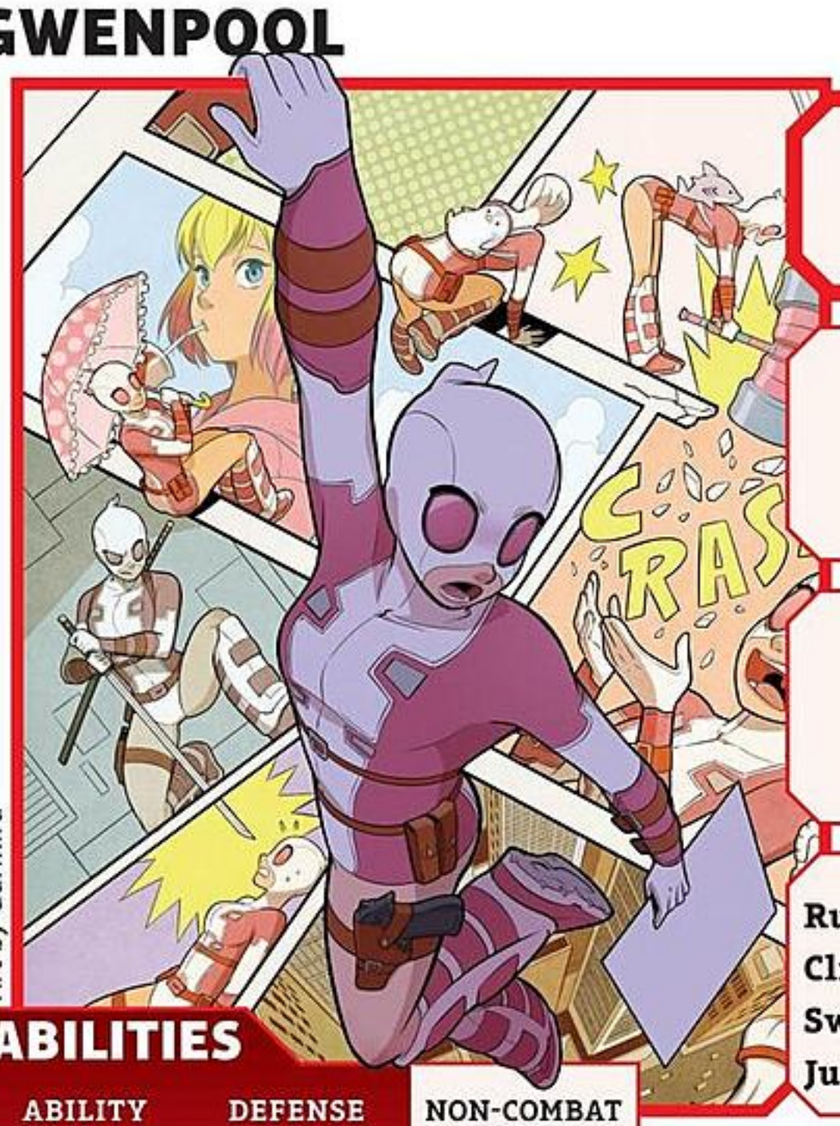
Narrative

- Reality Manipulation

Ranged Weapons

- Dance of Death
- Double Tap
- Slow-Motion Shoot-Dodge
- Snap Shooting
- Weapons Blazing

GWENPOOL



Art by Gurihiru

RANK	KARMA
3	3

HEALTH	DAMAGE REDUCTION
90	—

FOCUS	DAMAGE REDUCTION
90	—

SPEED	INITIATIVE MODIFIER
Run: 5 **Climb:** 3 **Swim:** 3 **Jump:** 3	+3

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
2 MELEE	12	+2
4 AGILITY	14	+5
3 RESILIENCE	13	+3
3 VIGILANCE	13	+3
2 EGO	12	+2
1 LOGIC	11	+1

DAMAGE

MELEE	MARVEL dMarvel	× 3 MULTIPLIER	+	2 ABILITY
AGILITY	MARVEL dMarvel	× 4 MULTIPLIER	+	4 ABILITY
EGO	MARVEL dMarvel	× 3 MULTIPLIER	+	2 ABILITY
LOGIC	MARVEL dMarvel	× 3 MULTIPLIER	+	1 ABILITY

TRAITS & TAGS

Traits

- Combat Reflexes
- **Connections:** Super Heroes
- Fearless
- Free Running
- Fresh Eyes

Tags

- Black Market Access
- Heroic
- Media Awareness
- Mysterious
- Public Identity

BIOGRAPHY

Real Name: Gwendolyn "Gwen" Poole
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Base: Mobile

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POWERS

Basic

- Accuracy 1
- Combat Trickery
- Slow-Motion Dodge

Melee Weapons (Sharp)

- Fast Attacks
- Hit & Run
- Whirling Frenzy

Narrative

- Reality Manipulation

Ranged Weapons

- Dance of Death
- Double Tap
- Slow-Motion Shoot-Dodge
- Snap Shooting
- Weapons Blazing

HAWKEYE (EARTH-1610)

Art by Kaare Andrews

RANK	KARMA
3	3

HEALTH	DAMAGE REDUCTION
60	—

FOCUS	DAMAGE REDUCTION
120	—

SPEED	INITIATIVE MODIFIER
Run: 6 **Climb:** 3 **Swim:** 3 **Jump:** 3	+4E

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
2 MELEE	12	+2
6 AGILITY	16	+8
2 RESILIENCE	12	+2
4 VIGILANCE	14	+4
0 EGO	10	+0
1 LOGIC	11	+1

DAMAGE

MELEE	MARVEL dMarvel	× 3 MULTIPLIER	+	2 ABILITY
AGILITY	MARVEL dMarvel	× 5 MULTIPLIER	+	6 ABILITY
EGO	MARVEL dMarvel	× 3 MULTIPLIER	+	0 ABILITY
LOGIC	MARVEL dMarvel	× 3 MULTIPLIER	+	1 ABILITY

TRAITS & TAGS

Traits
- Combat Reflexes
- Determination
- Extraordinary Origin
- Interrogation
- Investigation
- Situational Awareness
- Tech Reliance

Tags
- Authority
- Backup
- Heroic
- Public Identity
- **Signature Weapon:** Bow and arrow (acts as pistol)

BIOGRAPHY

Real Name: Clint Barton
Height: 6'3" **Weight:** 230 lbs.
Eyes: Brown **Hair:** Blond
Gender: Male **Size:** Average
Distinguishing Features: None
Occupation: Law Enforcer
Origin: High Tech: Cybernetics, Special Training
Teams: S.H.I.E.L.D., Ultimates
Base: Mobile (Earth-1610)

History

At some point in his youth, Clint Barton got involved in a government Super-Soldier Program that gave him cybernetic eyes capable of perceiving targets from miles away. Though the implants were an unadulterated success, the program decided to cut Barton loose and move on to other attempts.

In need of new employment, Barton used his enhanced eyes to become a world-renowned Olympic archer. Then, at the height of his fame, a mysterious incident landed him on death row for murder.

To avoid execution, Barton joined S.H.I.E.L.D., where he became partners with the former Russian spy Black Widow (Natasha Romanov). The pair worked together for years and eventually joined S.H.I.E.L.D.'s super-team, the Ultimates.

Unfortunately for Hawkeye, Black Widow's true loyalties were to her homeland. In an attempt to dismantle the Ultimates from within, she attacked Hawkeye in his home and framed the assault on Captain America. Barton narrowly made it out of the encounter alive, but his wife, Laura, and their three young children—Callum, Lewis and Nicole—were all killed.

Hawkeye later tracked Black Widow down and shot her dead, but revenge brought him no solace. He spent the next several months taking on increasingly dangerous and reckless assignments, hoping he'd get himself killed. Eventually, enough time passed for Hawkeye to return to his usual duties and even to accept a new Black Widow (Monica Chang) as part of the Ultimates, but the loss of his family still haunts him every second of the day.

Personality

Though not entirely humorless, Clint Barton is a far darker person than his freewheeling Earth-616 counterpart. He's fought in multiple wars, and he's a master of black ops.

POWERS

Basic
- Accuracy 2
- Heightened Senses 1
- Slow-Motion Dodge

Martial Arts
- Fast Strikes
- Leg Sweep

Ranged Weapons
- Double Tap
- Headshot
- Slow-Motion Shoot-Dodge
- Snap Shooting
- Sniping
- Stopping Power
- Weapons Blazing

HAWKEYE (EARTH-1610)

Art by Kaare Andrews

RANK	KARMA
3	3

HEALTH	DAMAGE REDUCTION
60	—

FOCUS	DAMAGE REDUCTION
120	—

SPEED	INITIATIVE MODIFIER
Run: 6 **Climb:** 3 **Swim:** 3 **Jump:** 3	+4E

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
2 MELEE	12	+2
6 AGILITY	16	+8
2 RESILIENCE	12	+2
4 VIGILANCE	14	+4
0 EGO	10	+0
1 LOGIC	11	+1

DAMAGE

MELEE	MARVEL dMarvel	× 3 MULTIPLIER	+	2 ABILITY
AGILITY	MARVEL dMarvel	× 5 MULTIPLIER	+	6 ABILITY
EGO	MARVEL dMarvel	× 3 MULTIPLIER	+	0 ABILITY
LOGIC	MARVEL dMarvel	× 3 MULTIPLIER	+	1 ABILITY

TRAITS & TAGS

Traits
- Combat Reflexes
- Determination
- Extraordinary Origin
- Interrogation
- Investigation
- Situational Awareness
- Tech Reliance

Tags
- Authority
- Backup
- Heroic
- Public Identity
- **Signature Weapon:** Bow and arrow (acts as pistol)

BIOGRAPHY

Real Name: Clint Barton
Height: 6'3" **Weight:** 230 lbs.
Eyes: Brown **Hair:** Blond
Gender: Male **Size:** Average
Distinguishing Features: None
Occupation: Law Enforcer
Origin: High Tech: Cybernetics, Special Training
Teams: S.H.I.E.L.D., Ultimates
Base: Mobile (Earth-1610)

History

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Personality

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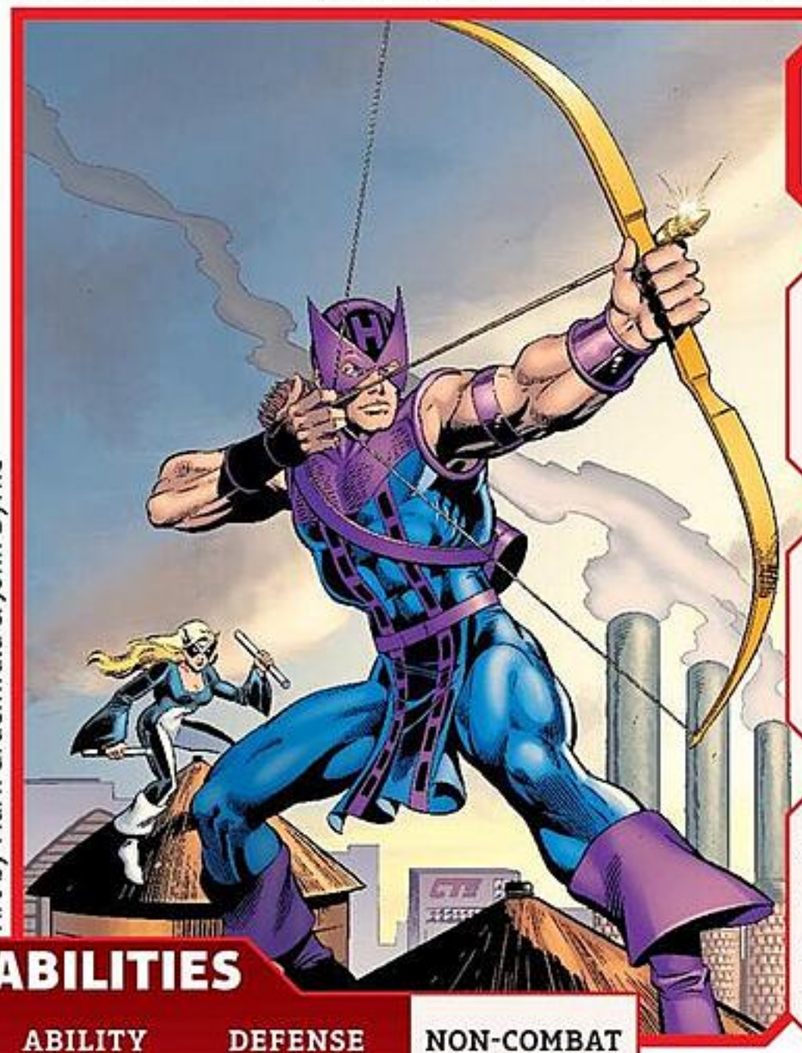
POWERS

Basic
- Accuracy 2
- Heightened Senses 1
- Slow-Motion Dodge

Martial Arts
- Fast Strikes
- Leg Sweep

Ranged Weapons
- Double Tap
- Headshot
- Slow-Motion Shoot-Dodge
- Snap Shooting
- Sniping
- Stopping Power
- Weapons Blazing

HAWKEYE (CLINT BARTON)



Art by Mark Gruenwald & John Byrne

RANK	KARMA
3	3

HEALTH	DAMAGE REDUCTION
60	—

FOCUS	DAMAGE REDUCTION
90	—

SPEED	INITIATIVE MODIFIER
Run: 6 **Climb:** 3 **Swim:** 3 **Jump:** 3	+3

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
2 MELEE	12	+2
6 AGILITY	16	+9
2 RESILIENCE	12	+2
3 VIGILANCE	13	+3
1 EGO	11	+1
1 LOGIC	11	+1

DAMAGE

MELEE	MARVEL dMarvel	× 3 MULTIPLIER	+	2 ABILITY
AGILITY	MARVEL dMarvel	× 6 MULTIPLIER	+	6 ABILITY
EGO	MARVEL dMarvel	× 3 MULTIPLIER	+	1 ABILITY
LOGIC	MARVEL dMarvel	× 3 MULTIPLIER	+	1 ABILITY

TRAITS & TAGS

Traits

- Combat Expert
- Combat Reflexes
- **Connections:** Super Heroes
- Determination
- Extra Occupation
- Famous
- Fearless
- Presence
- Public Speaking
- Tech Reliance

Tags

- Auditory Issues
- Black Market Access
- Heroic
- Public Identity
- Streetwise

POWERS

Basic

- Accuracy 3
- **Iconic Item:** Hawkeye's Trick Quiver
- Slow-Motion Dodge

Martial Arts

- Fast Strikes
- Leg Sweep

Ranged Weapons

- Double Tap
- Slow-Motion Shoot-Dodge
- Snap Shooting
- Sniping
- Stopping Power
- Weapons Blazing

BIOGRAPHY

Real Name: Clinton Francis "Clint" Barton
Height: 6'3" **Weight:** 230 lbs.
Eyes: Blue **Hair:** Blond
Gender: Male **Size:** Average
Distinguishing Features: None
Occupation: Adventurer, Entertainer
Origin: Special Training
Teams: Avengers, Thunderbolts
Base: Brooklyn, New York City

History

After his parents were killed in a tragic car accident, Clint Barton ran away to join the circus. Naturally talented, he quickly made a name as Hawkeye, one of the premier archers. Barton might have stayed a performer into his old age if a chance encounter hadn't brought Iron Man to his circus. Inspired by the hero's exploits, Barton created a costume and began fighting crime as Hawkeye.

Although Barton sometimes operates solo, he's best known for his work with the Avengers. After years of such adventures, he trained and mentored Kate Bishop, the second Hawkeye.

This profile represents the original sharpshooting Avenger at the height of his powers, fully decked out with a quiver of trick arrows.

Personality

Clint Barton is well aware that his lack of super-powers places the upper limits of his abilities well below those of most super heroes. He sometimes puts on an arrogant attitude to cover his insecurities. Barton can be led astray by his passions, but his conscience always brings him back to the fight for justice.

ICONIC ITEM

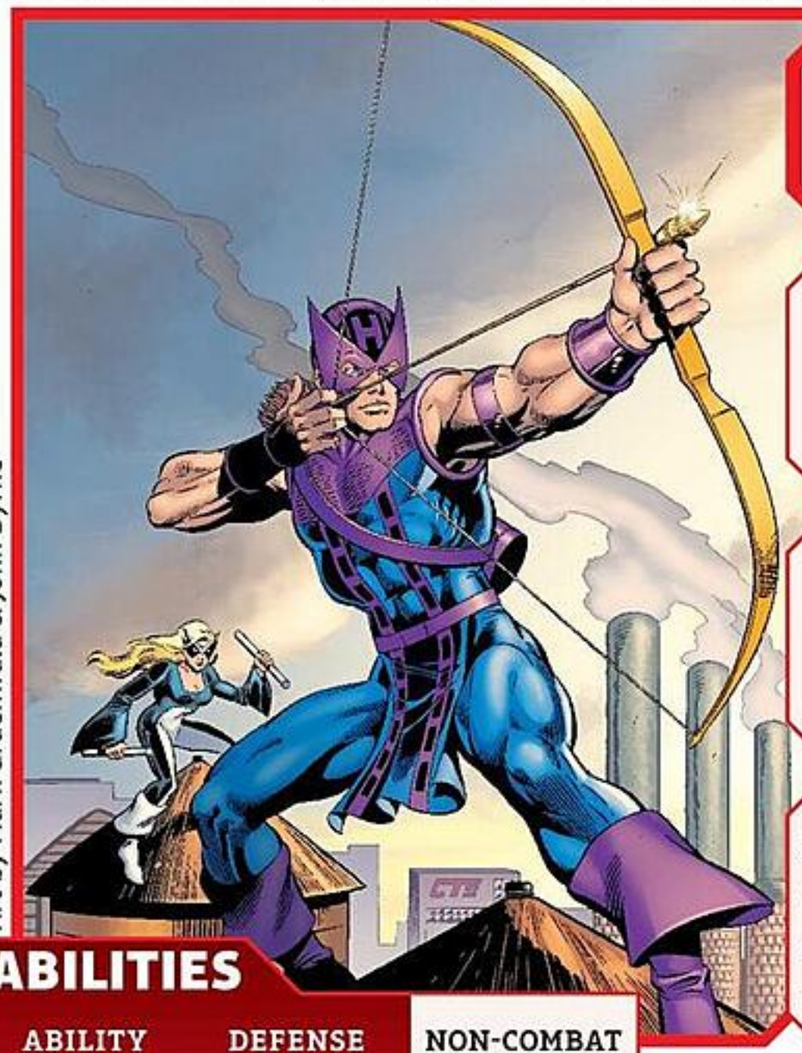
Hawkeye's Trick Quiver

Powers:
- Toolkit
- **Effect Options:** Each arrow the character shoots can have a different elemental effect of their choice.

Restrictions:
- Worn

Power Value: 1

HAWKEYE (CLINT BARTON)



Art by Mark Gruenwald & John Byrne

RANK	KARMA
3	3

HEALTH	DAMAGE REDUCTION
60	—

FOCUS	DAMAGE REDUCTION
90	—

SPEED	INITIATIVE MODIFIER
Run: 6 **Climb:** 3 **Swim:** 3 **Jump:** 3	+3

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
2 MELEE	12	+2
6 AGILITY	16	+9
2 RESILIENCE	12	+2
3 VIGILANCE	13	+3
1 EGO	11	+1
1 LOGIC	11	+1

DAMAGE

MELEE	MARVEL dMarvel	× 3 MULTIPLIER	+	2 ABILITY
AGILITY	MARVEL dMarvel	× 6 MULTIPLIER	+	6 ABILITY
EGO	MARVEL dMarvel	× 3 MULTIPLIER	+	1 ABILITY
LOGIC	MARVEL dMarvel	× 3 MULTIPLIER	+	1 ABILITY

TRAITS & TAGS

Traits

- Combat Expert
- Combat Reflexes
- **Connections:** Super Heroes
- Determination
- Extra Occupation
- Famous
- Fearless
- Presence
- Public Speaking
- Tech Reliance

Tags

- Auditory Issues
- Black Market Access
- Heroic
- Public Identity
- Streetwise

POWERS

Basic

- Accuracy 3
- **Iconic Item:** Hawkeye's Trick Quiver
- Slow-Motion Dodge

Martial Arts

- Fast Strikes
- Leg Sweep

Ranged Weapons

- Double Tap
- Slow-Motion Shoot-Dodge
- Snap Shooting
- Sniping
- Stopping Power
- Weapons Blazing

BIOGRAPHY

Real Name: Clinton Francis "Clint" Barton
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ICONIC ITEM

Hawkeye's Trick Quiver

Powers:
- Toolkit
- **Effect Options:** Each arrow the character shoots can have a different elemental effect of their choice.

Restrictions:
- Worn

Power Value: 1

HERCULES

Art by Ed McGuinness, Dexter Vines & GURU-eFX

RANK	KARMA
4	4

HEALTH	DAMAGE REDUCTION
210	-2

FOCUS	DAMAGE REDUCTION
60	—

SPEED
Run: 5
Climb: 3
Swim: 3
Jump: 20

INITIATIVE MODIFIER +2

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
6 MELEE	16	+10
3 AGILITY	13	+3
7 RESILIENCE	17	+7
2 VIGILANCE	12	+2
4 EGO	14	+4
0 LOGIC	10	+0

DAMAGE

MELEE	MARVEL dMarvel	× 8 MULTIPLIER	+	6 ABILITY
AGILITY	MARVEL dMarvel	× 4 MULTIPLIER	+	3 ABILITY
EGO	MARVEL dMarvel	× 4 MULTIPLIER	+	4 ABILITY
LOGIC	MARVEL dMarvel	× 4 MULTIPLIER	+	0 ABILITY

TRAITS & TAGS

Traits
- Beguiling
- **Connections:** Super Heroes
- **Connections:** Outsiders
- Enhanced Physique
- Extra Occupation
- Fearless
- Fresh Eyes
- Glibness
- God Heritage
- Presence
- Stranger

Tags
- Black Market Access
- Heroic
- Public Identity
- Supernatural
- Worshipped

BIOGRAPHY

Real Name: Hercules Panhellenios
Height: 6'5" **Weight:** 325 lbs.
Eyes: Blue **Hair:** Brown
Gender: Male **Size:** Average
Distinguishing Features: None
Occupation: Adventurer, Outsider
Origin: Mythic: Olympian
Teams: Avengers, Guardians of the Galaxy
Base: Mobile

History
As the illegitimate son of the Greek god Zeus and the Thebian princess Alcmena, Hercules' early life was filled with trials and tribulations. Shunned by Zeus and under constant attack from the thunder god's wife, Hera, his every day was a fight for survival. However, after Hercules completed twelve legendary labors, Zeus finally acknowledged his son and inducted the demigod into the Greek pantheon.

Having achieved his dreams, Hercules seldom returned to the mortal world—at least, not until the modern era, when the Enchantress brainwashed him into attacking the Avengers. Though Hercules eventually freed himself from her thrall and joined the Avengers in defeating her, Zeus nonetheless decided to punish his son by temporarily banishing him to Earth.

Eager for new adventures, Hercules took up with the Avengers and became one of the team's most valued and beloved members. Though Zeus eventually allowed him access to Olympus again, Hercules returned to the Avengers on and off throughout the subsequent years.

Not long ago, the goddess Nyx destroyed Olympus and brought its inhabitants back to life as dark versions of themselves. As one of the only uncorrupted Olympians, Hercules joined the Guardians of the Galaxy in destroying this evil Olympus. He's since returned to join the Avengers once again.

Personality
Hercules' blustering playboy persona is born more out of feelings of inadequacy than a genuine desire to sleep around, though he did do plenty of that in his younger years. His more recent relationships have been driven more by a desire for genuine companionship, such as his current partnership with his teammate, Marvel Boy.

On the whole, the champion of Olympus is a courageous and empathetic man, and though he's had a bit of a rivalry with Thor over the years, the two gods are more alike than different.

POWERS

Basic
- Mighty 4
- Sturdy 2

Martial Arts
- Grappling Technique
- Spin & Throw

Super-Strength
- Banging Heads
- Clobber
- Crushing Grip
- Immovable
- Jump 2
- Quick Toss
- Smash

HIGH EVOLUTIONARY

Art by Tom Raney, Scott Hanna & Frank D'Armata

RANK	KARMA
4	—

HEALTH	DAMAGE REDUCTION
120	-1

FOCUS	DAMAGE REDUCTION
150	-1

SPEED	INITIATIVE MODIFIER
Run: 5 **Climb:** 3 **Swim:** 3 **Jump:** 3 **Levitation:** 5	+5

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
2 MELEE	12	+3
3 AGILITY	13	+4
4 RESILIENCE	14	+4
5 VIGILANCE	15	+5
1 EGO	11	+1
7 LOGIC	17	+10

DAMAGE

MELEE	MARVEL dMarvel	× 5 MULTIPLIER	+	2 ABILITY
AGILITY	MARVEL dMarvel	× 5 MULTIPLIER	+	3 ABILITY
EGO	MARVEL dMarvel	× 4 MULTIPLIER	+	1 ABILITY
LOGIC	MARVEL dMarvel	× 7 MULTIPLIER	+	7 ABILITY

TRAITS & TAGS

Traits
- Abrasive
- Eidetic Memory
- Extraordinary Origin
- Font of Information
- Inventor
- Scientific Expertise
- Tech Reliance
- Weird

Tags
- Extreme Appearance (in battle suit)
- Lab Access
- Public Identity
- Villainous

BIOGRAPHY

Real Name: Herbert Edgar Wyndham
Height: 6'2" **Weight:** 200 lbs.
Eyes: Brown **Hair:** Brown
Gender: Male **Size:** Average
Distinguishing Features: None
Occupation: Scientist
Origin: High Tech: Battle Suit, Weird Science
Teams: None
Base: Counter-Earth

History

Herbert Wyndham's genetics work was so far ahead of its time that his colleagues ostracized him from the world of respectable science, forcing him to take up residence in a remote research compound on Wundagore Mountain. Wyndham spent decades working tirelessly in his lab, engaging in all sorts of terrifying experiments, until—with some help from the Jackal (Miles Warren)—he finally arrived at his masterpiece: a treatment capable of artificially advancing the stature and intelligence of any creature.

Aided by a high-tech super-suit, Wyndham created the New Men: a race of intelligent humanoids fashioned from ordinary animals. Though many of these New Men later turned on him, Wyndham kept on with his experiments, going so far as to create an entire planetoid—Counter-Earth—just to contain his myriad creations.

Wyndham has modified his own genetic code several times, and his desire to spread his genetic treatments to the rest of humanity—whether they want it or not—has frequently brought him into conflict with super-teams like the Avengers. That said, he has often been an ally to the heroes of Earth and has played key roles in the development of multiple super heroes, including Adam Warlock and Spider-Woman (Jessica Drew).

Personality

Herbert Wyndham's brilliance is matched only by his ego. He believes that his research is the most important development in the history of humanity, if not the universe, and he's not about to let trifling things like ethics and safety guidelines get in the way of his work.

POWERS

Basic
- Brilliance 3
- Uncanny 1

Telekinesis
- Levitation
- Telekinetic Attack
- Telekinetic Grab
- Telekinetic Manipulation

BATTLE SUIT

High Evolutionary's Armor

Powers:
- Accuracy 1
- Elemental Barrier (Energy)
- Elemental Blast (Energy)
- Elemental Burst (Energy)
- Elemental Protection 2 (Energy) (20 points to shatter)
- Environmental Protection
- Healing Factor
- Mighty 1
- Sturdy 1

Restrictions:
- Menacing
- Worn

Power Value: 8

HIGH EVOLUTIONARY

Art by Tom Raney, Scott Hanna & Frank D'Armata

RANK	KARMA
4	—

HEALTH	DAMAGE REDUCTION
120	-1

FOCUS	DAMAGE REDUCTION
150	-1

SPEED	INITIATIVE MODIFIER
Run: 5 **Climb:** 3 **Swim:** 3 **Jump:** 3 **Levitation:** 5	+5

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
2 MELEE	12	+3
3 AGILITY	13	+4
4 RESILIENCE	14	+4
5 VIGILANCE	15	+5
1 EGO	11	+1
7 LOGIC	17	+10

DAMAGE

MELEE	MARVEL dMarvel	× 5 MULTIPLIER	+	2 ABILITY
AGILITY	MARVEL dMarvel	× 5 MULTIPLIER	+	3 ABILITY
EGO	MARVEL dMarvel	× 4 MULTIPLIER	+	1 ABILITY
LOGIC	MARVEL dMarvel	× 7 MULTIPLIER	+	7 ABILITY

TRAITS & TAGS

Traits
- Abrasive
- Eidetic Memory
- Extraordinary Origin
- Font of Information
- Inventor
- Scientific Expertise
- Tech Reliance
- Weird

Tags
- Extreme Appearance (in battle suit)
- Lab Access
- Public Identity
- Villainous

BIOGRAPHY

Real Name: Herbert Edgar Wyndham
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Eyes: Brown **Hair:** Brown
Gender: Male **Size:** Average
Distinguishing Features: None
Occupation: Scientist
Origin: High Tech: Battle Suit, Weird Science
Teams: None
Base: Counter-Earth

History

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POWERS

Basic
- Brilliance 3
- Uncanny 1

Telekinesis
- Levitation
- Telekinetic Attack
- Telekinetic Grab
- Telekinetic Manipulation

BATTLE SUIT

High Evolutionary's Armor

Powers:
- Accuracy 1
- Elemental Barrier (Energy)
- Elemental Blast (Energy)
- Elemental Burst (Energy)
- Elemental Protection 2 (Energy) (20 points to shatter)
- Environmental Protection
- Healing Factor
- Mighty 1
- Sturdy 1

Restrictions:
- Menacing
- Worn

Power Value: 8

HULK (PROFESSOR HULK)

Art by Dale Keown, Mark Farmer & Glynis Oliver

RANK	KARMA
5	5

HEALTH	DAMAGE REDUCTION
180	-3

FOCUS	DAMAGE REDUCTION
120	-1

SPEED
Run: 6
Climb: 3
Swim: 3
Jump: 30

INITIATIVE MODIFIER +3

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
7 MELEE	16	+10
3 AGILITY	12	+3
6 RESILIENCE	16	+6
3 VIGILANCE	13	+3
2 EGO	12	+2
8 LOGIC	18	+10

DAMAGE

MELEE	MARVEL dMarvel	× 8 MULTIPLIER	+	7 ABILITY
AGILITY	MARVEL dMarvel	× 5 MULTIPLIER	+	3 ABILITY
EGO	MARVEL dMarvel	× 5 MULTIPLIER	+	2 ABILITY
LOGIC	MARVEL dMarvel	× 7 MULTIPLIER	+	8 ABILITY

TRAITS & TAGS

Traits
- Battle Ready
- Big (Reach 2)
- Enduring Constitution
- Font of Information
- Inventor
- Loner
- Scientific Expertise
- Weird

Tags
- Alternate Form (Bruce Banner)
- **Enemy:** Abomination
- **Enemy:** Leader
- Extreme Appearance (as Professor Hulk)
- Green Door
- Heroic
- **Immunity:** Gamma Radiation
- Lab Access
- Public Identity
- Radioactive

BIOGRAPHY

Real Name: Robert Bruce Banner
Height: 7'6" **Weight:** 1,150 lbs.
Eyes: Green **Hair:** Green
Gender: Male **Size:** Big
Distinguishing Features: Large green Hulk form
Occupation: Scientist
Origin: Weird Science: Gamma Mutate
Teams: Avengers, S.H.I.E.L.D.
Base: Mobile

History
Bruce Banner was just a mild-mannered nuclear physicist until the day he ran onto a bomb-testing range to save a young man (Rick Jones) who had wandered onto the site. Jones escaped unharmed, but the bomb blasted Banner with gamma rays. The radiation should have killed him, but instead, he gained the ability to transform into the Hulk—an unstoppable monster brought out by the scientist's own rage.

Highly powerful and just as unstable, the Hulk has been involved in more major international incidents than just about any other super-powered person in existence. Some people consider him a hero. Others consider him a threat worth waging war over.

Personality
Banner suffers from dissociative identity disorder. Depending on the circumstances, he can manifest any one of a half dozen separate personalities, each with their own corresponding Hulk form. Banner's default personality is cool, collected and deeply empathetic. The rest are all over the map. Some are impressively cunning, while others are more like angry children.

The Hulk has, for brief periods, managed to make peace with the disparate personalities warring inside his body and emerge as a single, stable person with the intelligence of Banner and most of the Hulk's regular strength. This profile represents this uniquely balanced form, often referred to as Professor Hulk.

POWERS

Basic
- Brilliance 2
- Healing Factor
- Mighty 3
- Sturdy 3
- Uncanny 1

Super-Strength
- Banging Heads
- Clobber
- Crushing Grip
- Ground-Shaking Stomp
- Immovable
- Jump 3
- Quick Toss
- Smash

HULK (SAVAGE)

Art by Jim Starlin, Terry Austin & Brad Anderson

RANK	KARMA
6	—

HEALTH	DAMAGE REDUCTION
270	-4

FOCUS	DAMAGE REDUCTION
210	-3

SPEED	INITIATIVE MODIFIER
Run: 7 **Climb:** 4 **Swim:** 4 **Jump:** 42	+6

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
9 MELEE	18	+13
6 AGILITY	15	+6
9 RESILIENCE	19	+9
6 VIGILANCE	16	+6
2 EGO	12	+2
0 LOGIC	10	+0

DAMAGE

MELEE	MARVEL dMarvel	× 10 MULTIPLIER	+	9 ABILITY
AGILITY	MARVEL dMarvel	× 6 MULTIPLIER	+	6 ABILITY
EGO	MARVEL dMarvel	× 6 MULTIPLIER	+	2 ABILITY
LOGIC	MARVEL dMarvel	× 6 MULTIPLIER	+	0 ABILITY

TRAITS & TAGS

Traits

- Battle Ready
- Berserker
- Big (Reach 2)
- Clueless
- **Connections:** Super Heroes
- Enduring Constitution
- Enhanced Physique
- Fearless
- Iron Will
- Loner
- Weird

Tags

- Alternate Form (Bruce Banner)
- Black Market Access
- **Enemy:** Abomination
- **Enemy:** Leader
- Extreme Appearance (as Savage Hulk)
- Green Door
- **Immunity:** Gamma Radiation
- Public Identity
- Radioactive

BIOGRAPHY

Real Name: Robert Bruce Banner
Height: 7' to 8' (depending on Anger levels)
Weight: 1,040 lbs. to 1,400 lbs. (depending on Anger levels)
Eyes: Green **Hair:** Green
Gender: Male **Size:** Big
Distinguishing Features: Massive green body
Occupation: Adventurer
Origin: Weird Science: Gamma Mutate
Teams: Avengers, S.H.I.E.L.D., U.S. Hulk Operations
Base: Mobile

History

Bruce Banner was just a mild-mannered nuclear physicist until the day he ran onto a bomb-testing range to save a young man (Rick Jones) who had wandered onto the site. Jones escaped unharmed, but the bomb blasted Banner with gamma rays. The radiation should have killed him, but instead, he gained the ability to transform into the Hulk—an unstoppable monster brought out by the scientist's own rage.

Highly powerful and just as unstable, the Hulk has been involved in more major international incidents than just about any super-powered person in existence. Some people consider him a hero. Others consider him a threat worth waging war over.

Personality

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This Hulk, commonly referred to as the Savage Hulk or Child Hulk, is the one that most people know best, the one with the intelligence and emotional regulation ability of a toddler. If left alone or treated with a kind and gentle hand, this Hulk can be sweet and friendly. But make him angry, and he'll fly into the sort of violent tantrum that tears worlds apart.

POWERS

Basic

- Anger
- Environmental Protection
- Healing Factor
- Mighty 4
- Sturdy 4
- Uncanny 3

Super-Strength

- Banging Heads
- Clobber
- Crushing Grip
- Ground-Shaking Stomp
- Immovable
- Jump 3
- Quick Toss
- Smash
- Unrelenting Smash

HULKLING

Art by Tony Daniel & Rain Beredo

RANK	KARMA
4	4

HEALTH	DAMAGE REDUCTION
90	-2

FOCUS	DAMAGE REDUCTION
90	—

SPEED
Run: 12
Climb: 6
Swim: 6
Jump: 6
Flight: 24

INITIATIVE MODIFIER +3

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
6 MELEE	16	+8
5 AGILITY	15	+5
3 RESILIENCE	13	+3
3 VIGILANCE	13	+3
2 EGO	12	+2
1 LOGIC	11	+1

DAMAGE

MELEE	MARVEL dMarvel	× 6 MULTIPLIER	+	6 ABILITY
AGILITY	MARVEL dMarvel	× 4 MULTIPLIER	+	5 ABILITY
EGO	MARVEL dMarvel	× 4 MULTIPLIER	+	2 ABILITY
LOGIC	MARVEL dMarvel	× 4 MULTIPLIER	+	1 ABILITY

TRAITS & TAGS

Traits
- Beguiling
- **Connections:** Super Heroes
- Enhanced Physique
- Extra Occupation
- Extraordinary Origin
- Fearless
- Glibness
- Presence

Tags
- Alien Heritage (2)
- Authority
- Black Market Access
- Extreme Appearance (in true form)
- Heroic
- Powerful
- Public Identity

BIOGRAPHY

Real Name: Theodore "Teddy" Kaplan-Altman (sometimes addressed as Emperor Dorrek-Vell)
Height: Varies, usually around 6'
Weight: Varies, usually around 170 lbs.
Eyes: Varies, usually blue
Hair: Varies, usually blond
Gender: Male **Size:** Varies, usually average
Distinguishing Features: Battle form usually has green skin
Occupation: Adventurer, Leader
Origin: Alien: Kree, Alien: Skrull
Teams: Young Avengers
Base: Mobile

History
During the original Kree/Skrull war, the Kree captain Mar-Vell was captured by the opposing forces and imprisoned in the royal palace, where he secretly sired a son with the Skrull princess Anelle. Fearing for the child's life, the parents quietly ushered the boy away to Earth, leaving him in the hands of Anelle's loyal servant Antalya.

Both Mar-Vell and Anelle died shortly thereafter, but Antalya took on the pseudonym of Mary-Jo Altman and raised the boy as Teddy Altman.

In Teddy's teenage years, his alien biology caused him to develop powers, though he had no idea of their source. However, he was a huge fan of the Hulk (Bruce Banner), so he took on the codename Hulkling and joined his magically gifted boyfriend Wiccan in forming the Young Avengers.

Both the Kree and the Skrull governments sent agents who killed Antalya and attempted to force Hulkling into joining one of their empires, though once it became clear that he had the Avengers' protection, both sides agreed to temporarily relinquish their claims on the boy.

Much later, Hulkling married Wiccan and joined the new Kree/ Skrull Alliance. He repelled their ancient rivals, the Cotati, and was crowned the Alliance's ruler.

Personality
Equal parts sweet, sensitive and strong, Hulkling is the ideal ruler, not to mention husband.

POWERS

Basic
- Disguise
- Flight 1
- Mighty 2
- Shape-Shift

Plasticity
- Bounce Back
- Coiling Crush
- Extended Reach 1
- Flexible Bones 2
- Flexible Fingers
- Reverse Punch
- Rubberneck
- Slip Free
- Stilt Steps

Super-Strength
- Banging Heads
- Clobber
- Smash

IMMORTUS

Art by Carlos Pacheco, Jesús Merino, Steve Oliff & Tony Kelly

RANK	KARMA
5	—

HEALTH	DAMAGE REDUCTION
90	-2

FOCUS	DAMAGE REDUCTION
180	—

SPEED
Run: 5
Climb: 3
Swim: 3
Jump: 3

INITIATIVE MODIFIER +6

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
1 MELEE	11	+2
2 AGILITY	12	+2
3 RESILIENCE	13	+3
6 VIGILANCE	16	+6
5 EGO	15	+7
8 LOGIC	18	+11

DAMAGE

MELEE	MARVEL dMarvel	× 6 MULTIPLIER	+	1 ABILITY
AGILITY	MARVEL dMarvel	× 5 MULTIPLIER	+	2 ABILITY
EGO	MARVEL dMarvel	× 7 MULTIPLIER	+	5 ABILITY
LOGIC	MARVEL dMarvel	× 8 MULTIPLIER	+	8 ABILITY

TRAITS & TAGS

Traits
- Combat Expert
- Font of Information
- Inventor
- Leverage
- Presence
- Public Speaking
- Scientific Expertise
- Tech Reliance ◈

Tags
- Lab Access
- Public Identity

BIOGRAPHY

Real Name: Nathaniel Richards
Height: 6'3" **Weight:** 230 lbs.
Eyes: Brown
Hair: Brown, with graying temples
Gender: Male **Size:** Average
Distinguishing Features: None
Occupation: Scientist
Origin: High Tech
Teams: None
Base: Mobile

History
After spending several prosperous decades as Kang the Conqueror, Nathaniel Richards grew weary of his empire and began to regret the murderous deeds he had committed in his youth. Ultimately, he abandoned his empire and traveled back in time to assist the Avengers in thwarting the machinations of his past self, and in the process, he inadvertently split off his own destiny into a separate timeline, that of Earth-6311.

Afterward, Richards retired to the timeless dimension of Limbo, where, with the help of the mysterious Time-Keepers, he began working to untangle the temporal disturbances caused by his past selves. He has intervened in Earth's development countless times, across millennia, using subterfuge and subtle manipulations to push the timeline into what he sees as a more optimal direction.

Though Immortus has been known to slip back into his old ways on occasion, he has, more often than not, been a great ally to the Avengers, particularly in their ongoing battle with Kang. The man has died a thousand deaths, but being so hopelessly entangled in time, a true death for Immortus seems almost unthinkable.

Personality
A mildly reformed tyrant, Richards has spent his life oscillating between being a friend and a foe to the Avengers. Wherever he stands on any given day is anybody's guess. Even his closest allies regard him as a master of manipulation and illusion who ought never to be fully trusted.

POWERS

Basic
- Brilliance 3
- Discipline 2 ◈
- Mighty 1 ◈
- Sturdy 2 ◈

Elemental Control (Energy) ◈
- Elemental Barrage
- Elemental Barrier
- Elemental Blast
- Elemental Burst
- Elemental Grab
- Elemental Protection 2 (20 points to shatter)

Omniversal Travel (Time) ◈
- Instant Replay
- Time-Out
- Time-Out Bubble
- Time-Out Tag
- Time Portal
- Time Travel
- Time Travel Other
- Time Travel Together

IMMORTUS

Art by Carlos Pacheco, Jesús Merino, Steve Oliff & Tony Kelly

RANK	KARMA
5	—

HEALTH	DAMAGE REDUCTION
90	-2

FOCUS	DAMAGE REDUCTION
180	—

SPEED
Run: 5
Climb: 3
Swim: 3
Jump: 3

INITIATIVE MODIFIER +6

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
1 MELEE	11	+2
2 AGILITY	12	+2
3 RESILIENCE	13	+3
6 VIGILANCE	16	+6
5 EGO	15	+7
8 LOGIC	18	+11

DAMAGE

MELEE	MARVEL dMarvel	× 6 MULTIPLIER	+	1 ABILITY
AGILITY	MARVEL dMarvel	× 5 MULTIPLIER	+	2 ABILITY
EGO	MARVEL dMarvel	× 7 MULTIPLIER	+	5 ABILITY
LOGIC	MARVEL dMarvel	× 8 MULTIPLIER	+	8 ABILITY

TRAITS & TAGS

Traits
- Combat Expert
- Font of Information
- Inventor
- Leverage
- Presence
- Public Speaking
- Scientific Expertise
- Tech Reliance ◈

Tags
- Lab Access
- Public Identity

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POWERS

Basic
- Brilliance 3
- Discipline 2 ◈
- Mighty 1 ◈
- Sturdy 2 ◈

Elemental Control (Energy) ◈
- Elemental Barrage
- Elemental Barrier
- Elemental Blast
- Elemental Burst
- Elemental Grab
- Elemental Protection 2 (20 points to shatter)

Omniversal Travel (Time) ◈
- Instant Replay
- Time-Out
- Time-Out Bubble
- Time-Out Tag
- Time Portal
- Time Travel
- Time Travel Other
- Time Travel Together

IRON MAN (EARTH-1610)

Art by Bryan Hitch, Andrew Currie & Paul Mounts

RANK	KARMA
4	4

HEALTH	DAMAGE REDUCTION
90	-2

FOCUS	DAMAGE REDUCTION
90	—

SPEED
Run: 5
Climb: 3
Swim: 3
Jump: 3
Flight: 20

INITIATIVE MODIFIER +3

ABILITIES

	ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
MELEE	3	13	+4
AGILITY	4	14	+5
RESILIENCE	3	13	+3
VIGILANCE	3	13	+3
EGO	3	13	+3
LOGIC	5	15	+7

DAMAGE

MELEE	MARVEL dMarvel	× 5 MULTIPLIER	+	3 ABILITY
AGILITY	MARVEL dMarvel	× 5 MULTIPLIER	+	4 ABILITY
EGO	MARVEL dMarvel	× 4 MULTIPLIER	+	3 ABILITY
LOGIC	MARVEL dMarvel	× 6 MULTIPLIER	+	5 ABILITY

TRAITS & TAGS

Traits
- **Connections:** Celebrities
- Dealmaker
- Extra Occupation
- Famous
- Font of Information
- Gearhead
- Inventor
- Presence
- Tech Reliance

Tags
- Extreme Appearance (in battle suit)
- Heroic
- Lab Access
- Public Identity
- Rich

BIOGRAPHY

Real Name: Antonio "Tony" Stark
Height: 6'1"/7' **Weight:** 225 lbs./2,000 lbs.
Eyes: Blue **Hair:** Black
Gender: Male **Size:** Average
Distinguishing Features: Van Dyke beard
Occupation: Engineer, Tycoon
Origin: High Tech: Battle Suit
Teams: Ultimates
Base: Mobile (Earth-1610)

History
To slow the progression of his terminal brain tumor, industrialist Tony Stark developed a unique cancer treatment that used a combination of nanotechnology and powered exoskeleton parts. Though Stark initially intended this treatment to be used for medical purposes only, he changed his mind after he and his business colleagues were taken hostage by a revolutionary terrorist cell in Guatemala.

Stark used his prototype tech to defeat the terrorists, and he then took an extended break from public life to refine his initial designs into a full-fledged battle suit. Rebranding himself as the invincible Iron Man, Stark pledged to use whatever life he had left to make the world a safer place.

Though Stark later managed to cure his own cancer, his mission remains unchanged. These days, he spends most of his time in the company of his Ultimates teammates. He helped found the team, and he has single-handedly kept it funded and afloat during the brief periods when it lost S.H.I.E.L.D.'s backing.

Personality
Though he has a heroic heart, the Tony Stark of Earth-1610 is even more of an arrogant, womanizing, hyperintelligent playboy than his Earth-616 counterpart. He tries to temper his more self-destructive impulses, especially around his friends, but his drive to make the most of every day often pushes him to make reckless decisions.

POWERS

Basic
- Brilliance 2
- Combat Trickery
- Inspiration

BATTLE SUIT

Iron Man's Armor (Earth-1610)

Powers:
- Accuracy 1
- Elemental Barrage (Energy)
- Elemental Barrier (Energy)
- Elemental Blast (Energy)
- Elemental Burst (Energy)
- Elemental Prison (Energy)
- Elemental Protection 1 (Energy) (10 points to shatter)
- Environmental Protection
- Flight 2
- Invisibility
- Machine Telepathy
- Mighty 1
- Sturdy 2

Restrictions:
- Flashy
- Worn

Power Value: 13

IRON MAN (EARTH-1610)

Art by Bryan Hitch, Andrew Currie & Paul Mounts

RANK	KARMA
4	4

HEALTH	DAMAGE REDUCTION
90	-2

FOCUS	DAMAGE REDUCTION
90	—

SPEED
Run: 5
Climb: 3
Swim: 3
Jump: 3
Flight: 20

INITIATIVE MODIFIER +3

ABILITIES

	ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
MELEE	3	13	+4
AGILITY	4	14	+5
RESILIENCE	3	13	+3
VIGILANCE	3	13	+3
EGO	3	13	+3
LOGIC	5	15	+7

DAMAGE

MELEE	MARVEL dMarvel	× 5 MULTIPLIER	+	3 ABILITY
AGILITY	MARVEL dMarvel	× 5 MULTIPLIER	+	4 ABILITY
EGO	MARVEL dMarvel	× 4 MULTIPLIER	+	3 ABILITY
LOGIC	MARVEL dMarvel	× 6 MULTIPLIER	+	5 ABILITY

TRAITS & TAGS

Traits
- **Connections:** Celebrities
- Dealmaker
- Extra Occupation
- Famous
- Font of Information
- Gearhead
- Inventor
- Presence
- Tech Reliance

Tags
- Extreme Appearance (in battle suit)
- Heroic
- Lab Access
- Public Identity
- Rich

BIOGRAPHY

Real Name: Antonio "Tony" Stark
Height: 6'1"/7' **Weight:** 225 lbs./2,000 lbs.
Eyes: Blue **Hair:** Black
Gender: Male **Size:** Average
Distinguishing Features: Van Dyke beard
Occupation: Engineer, Tycoon
Origin: High Tech: Battle Suit
Teams: Ultimates
Base: Mobile (Earth-1610)

History
To slow the progression of his terminal brain tumor, industrialist Tony Stark developed a unique cancer treatment that used a combination of nanotechnology and powered exoskeleton parts. Though Stark initially intended this treatment to be used for medical purposes only, he changed his mind after he and his business colleagues were taken hostage by a revolutionary terrorist cell in Guatemala.

Stark used his prototype tech to defeat the terrorists, and he then took an extended break from public life to refine his initial designs into a full-fledged battle suit. Rebranding himself as the invincible Iron Man, Stark pledged to use whatever life he had left to make the world a safer place.

Though Stark later managed to cure his own cancer, his mission remains unchanged. These days, he spends most of his time in the company of his Ultimates teammates. He helped found the team, and he has single-handedly kept it funded and afloat during the brief periods when it lost S.H.I.E.L.D.'s backing.

Personality
Though he has a heroic heart, the Tony Stark of Earth-1610 is even more of an arrogant, womanizing, hyperintelligent playboy than his Earth-616 counterpart. He tries to temper his more self-destructive impulses, especially around his friends, but his drive to make the most of every day often pushes him to make reckless decisions.

POWERS

Basic
- Brilliance 2
- Combat Trickery
- Inspiration

BATTLE SUIT

Iron Man's Armor (Earth-1610)

Powers:
- Accuracy 1
- Elemental Barrage (Energy)
- Elemental Barrier (Energy)
- Elemental Blast (Energy)
- Elemental Burst (Energy)
- Elemental Prison (Energy)
- Elemental Protection 1 (Energy) (10 points to shatter)
- Environmental Protection
- Flight 2
- Invisibility
- Machine Telepathy
- Mighty 1
- Sturdy 2

Restrictions:
- Flashy
- Worn

Power Value: 13

IRON MAN (HULKBUSTER ARMOR)

Art by Valerio Schiti & Eber Evangelista

RANK **6**

KARMA **6**

HEALTH **270**

DAMAGE REDUCTION **–4**

FOCUS **120**

DAMAGE REDUCTION **—**

SPEED
Run: 6
Climb: 3
Swim: 3
Jump: 3
Flight: 36

INITIATIVE MODIFIER **+4**

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
8 MELEE	17	+12
2 AGILITY	11	+2
9 RESILIENCE	19	+9
4 VIGILANCE	14	+4
5 EGO	15	+6
5 LOGIC	15	+7

DAMAGE

MELEE	dMarvel	× 10 MULTIPLIER	+ 8 ABILITY	
AGILITY	dMarvel	× 6 MULTIPLIER	+ 2 ABILITY	
EGO	dMarvel	× 7 MULTIPLIER	+ 5 ABILITY	
LOGIC	dMarvel	× 8 MULTIPLIER	+ 5 ABILITY	

BIOGRAPHY

Real Name: Anthony "Tony" Stark
Height: 6'1"/11' **Weight:** 225 lbs./1,800 lbs.
Eyes: Blue **Hair:** Black
Gender: Male **Size:** Big
Distinguishing Features: Van Dyke beard; massive armored red and yellow battle suit
Occupation: Engineer, Tycoon
Origin: High Tech: Battle Suit
Teams: Avengers, Guardians of the Galaxy, S.H.I.E.L.D.
Base: New York City

History

Tony Stark is the adopted son of Maria Stark and weapons manufacturer Howard Stark, founder of Stark Enterprises. He inherited the business when his parents were killed in a car crash, and he transformed it into a global conglomerate worth billions. During an overseas weapons demonstration, a terrorist attack caused an explosion that lodged shrapnel near Stark's heart. After being captured by the terrorists, instead of producing a weapon for them, he built a suit of powered armor in which he escaped.

After returning home, Stark improved his armor and pretended that Iron Man was his personal bodyguard. Soon after, he decided to use his powers and his amazing fortune for the greater good by co-founding and then funding the Avengers.

Since then, Stark has built dozens of other sets of armor, including a number of iterations of this suit: the Hulkbuster. As the name suggests, the Hulkbuster was designed to counter and subdue the Hulk (Bruce Banner) when he goes berserk. It's one of the most powerful suits Stark has ever created, though due to its bulky nature, he prefers to use it only on special occasions.

Personality

Stark is one of the smartest, wealthiest and most famous people on Earth, something that can make him both arrogant and sarcastic. He's all too aware of his shortcomings and tries to temper his sharp tongue, especially around his longtime friends, to whom he is extremely loyal.

TRAITS & TAGS

Traits

- Big
- **Connections:** Celebrities
- Dealmaker
- Extra Occupation
- Famous
- Gearhead
- Glibness
- Inventor
- Presence
- Quick Learner
- Tech Reliance

Tags

- **Enemy:** Mandarin
- **Headquarters:** Impossible City
- Heroic
- Lab Access
- **Linguist:** Chinese (Mandarin), English, French, Japanese, Korean, Russian, Urdu
- Public Identity
- Rich

POWERS

Basic

- Brilliance 2
- Combat Trickery
- Discipline 1
- Slow-Motion Dodge

BATTLE SUIT

Hulkbuster Armor

Powers:
- Clobber
- Crushing Grip
- Elemental Barrage (Energy)
- Elemental Barrier (Energy)
- Elemental Blast (Energy)
- Elemental Burst (Energy)
- Elemental Push (Energy)
- Environmental Protection
- Flight 2
- Immovable
- Mighty 4
- Salvation
- Smash
- Sturdy 4
- Summonable

Restrictions:
- Large
- Worn

Power Value: 20

IRON MAN (MYSTERIUM ARMOR)

Art by Creees Lee & Walden Wong

RANK	KARMA
5	5

HEALTH	DAMAGE REDUCTION
180	-3

FOCUS	DAMAGE REDUCTION
120	—

SPEED	INITIATIVE MODIFIER
Run: 5 **Climb:** 3 **Swim:** 3 **Jump:** 3 **Flight:** 25	+4

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
3 MELEE	13	+5
4 AGILITY	14	+5
6 RESILIENCE	16	+6
4 VIGILANCE	14	+4
5 EGO	15	+6
5 LOGIC	15	+7

DAMAGE

MELEE	MARVEL dMarvel	× 7 MULTIPLIER	+	3 ABILITY
AGILITY	MARVEL dMarvel	× 6 MULTIPLIER	+	4 ABILITY
EGO	MARVEL dMarvel	× 6 MULTIPLIER	+	5 ABILITY
LOGIC	MARVEL dMarvel	× 7 MULTIPLIER	+	5 ABILITY

TRAITS & TAGS

Traits

- **Connections:** Celebrities
- Dealmaker
- Extra Occupation
- Famous
- Fearless
- Gearhead
- Glibness
- Inventor
- Quick Learner
- Tech Reliance

Tags

- **Enemy:** Mandarin
- **Headquarters:** Impossible City
- Heroic
- Lab Access
- **Linguist:** Chinese (Mandarin), English, French, Japanese, Korean, Russian, Urdu
- Public Identity
- Rich

BIOGRAPHY

Real Name: Anthony "Tony" Stark
Height: 6'1"/6'6" **Weight:** 225 lbs./340 lbs.
Eyes: Blue **Hair:** Black
Gender: Male **Size:** Average
Distinguishing Features: Van Dyke beard; armored gray and red battle suit
Occupation: Engineer, Tycoon
Origin: High Tech: Battle Suit
Teams: Avengers, Guardians of the Galaxy, S.H.I.E.L.D.
Base: New York City

History

Tony Stark is the adopted son of Maria Stark and weapons manufacturer Howard Stark, founder of Stark Enterprises. He inherited the business when his parents were killed in a car crash, and he transformed it into a global conglomerate worth billions. During an overseas weapons demonstration, a terrorist attack caused an explosion that lodged shrapnel near Stark's heart. After being captured by the terrorists, instead of producing a weapon for them, he built a suit of powered armor in which he escaped.

After returning home, Stark improved his armor and pretended that Iron Man was his personal bodyguard. Soon after, he decided to use his powers and his amazing fortune for the greater good by co-founding and then funding the Avengers.

Since then, Stark has built dozens of other sets of armor, including this one: the Mysterium Armor. This suit is one of the most advanced and powerful devices that Stark has ever made. Created from mysterium—an unbreakable metal forged in the heart of all creation—this suit is not only nearly indestructible but immune to all forms of magic. Stark, with his strong distrust of magic, wears it whenever it seems necessary.

Personality

Stark is one of the smartest, wealthiest and most famous people on Earth, something that can make him both arrogant and sarcastic. He's all too aware of his shortcomings and tries to temper his sharp tongue, especially around his longtime friends, to whom he is extremely loyal.

POWERS

Basic

- Brilliance 2
- Combat Trickery
- Discipline 1
- Slow-Motion Dodge

BATTLE SUIT

Iron Man's Mysterium Armor

Powers:
- Accuracy 1
- Elemental Barrage (Energy)
- Elemental Barrier (Energy)
- Elemental Blast (Energy)
- Elemental Burst (Energy)
- Elemental Push (Energy)
- Elemental Ricochet (Energy)
- Environmental Protection
- Flight 2
- Mighty 2
- Mysterium
- Salvation
- Sturdy 3
- Summonable
- Supernova

Restrictions:
- Flashy
- Worn

Power Value: 17

IRON MAN (MYSTERIUM ARMOR)

Art by Creees Lee & Walden Wong

RANK	KARMA
5	5

HEALTH	DAMAGE REDUCTION
180	-3

FOCUS	DAMAGE REDUCTION
120	—

SPEED	INITIATIVE MODIFIER
Run: 5 **Climb:** 3 **Swim:** 3 **Jump:** 3 **Flight:** 25	+4

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
3 MELEE	13	+5
4 AGILITY	14	+5
6 RESILIENCE	16	+6
4 VIGILANCE	14	+4
5 EGO	15	+6
5 LOGIC	15	+7

DAMAGE

MELEE	MARVEL dMarvel	× 7 MULTIPLIER	+	3 ABILITY
AGILITY	MARVEL dMarvel	× 6 MULTIPLIER	+	4 ABILITY
EGO	MARVEL dMarvel	× 6 MULTIPLIER	+	5 ABILITY
LOGIC	MARVEL dMarvel	× 7 MULTIPLIER	+	5 ABILITY

TRAITS & TAGS

Traits

- **Connections:** Celebrities
- Dealmaker
- Extra Occupation
- Famous
- Fearless
- Gearhead
- Glibness
- Inventor
- Quick Learner
- Tech Reliance

Tags

- **Enemy:** Mandarin
- **Headquarters:** Impossible City
- Heroic
- Lab Access
- **Linguist:** Chinese (Mandarin), English, French, Japanese, Korean, Russian, Urdu
- Public Identity
- Rich

BIOGRAPHY

Real Name: Anthony "Tony" Stark
Height: 6'1"/6'6" **Weight:** 225 lbs./340 lbs.
Eyes: Blue **Hair:** Black
Gender: Male **Size:** Average
Distinguishing Features: Van Dyke beard; armored gray and red battle suit
Occupation: Engineer, Tycoon
Origin: High Tech: Battle Suit
Teams: Avengers, Guardians of the Galaxy, S.H.I.E.L.D.
Base: New York City

History

Tony Stark is the adopted son of Maria Stark and weapons manufacturer Howard Stark, founder of Stark Enterprises. He inherited the business when his parents were killed in a car crash, and he transformed it into a global conglomerate worth billions. During an overseas weapons demonstration, a terrorist attack caused an explosion that lodged shrapnel near Stark's heart. After being captured by the terrorists, instead of producing a weapon for them, he built a suit of powered armor in which he escaped.

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Personality

Stark is one of the smartest, wealthiest and most famous people on Earth, something that can make him both arrogant and sarcastic. He's all too aware of his shortcomings and tries to temper his sharp tongue, especially around his longtime friends, to whom he is extremely loyal.

POWERS

Basic

- Brilliance 2
- Combat Trickery
- Discipline 1
- Slow-Motion Dodge

BATTLE SUIT

Iron Man's Mysterium Armor

Powers:
- Accuracy 1
- Elemental Barrage (Energy)
- Elemental Barrier (Energy)
- Elemental Blast (Energy)
- Elemental Burst (Energy)
- Elemental Push (Energy)
- Elemental Ricochet (Energy)
- Environmental Protection
- Flight 2
- Mighty 2
- Mysterium
- Salvation
- Sturdy 3
- Summonable
- Supernova

Restrictions:
- Flashy
- Worn

Power Value: 17

J2

Art by Ron Lim & Al Milgrom

RANK	KARMA
3	3

HEALTH	DAMAGE REDUCTION
150	-2

FOCUS	DAMAGE REDUCTION
60	-2

SPEED

Run: 6
Climb: 3
Swim: 3
Jump: 3

INITIATIVE MODIFIER +2

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
6 MELEE	15	+9
0 AGILITY	9	+0
5 RESILIENCE	15	+5
2 VIGILANCE	12	+2
0 EGO	10	+0
2 LOGIC	12	+2

DAMAGE

MELEE	MARVEL dMarvel	× 6 MULTIPLIER	+	6 ABILITY
AGILITY	MARVEL dMarvel	× 3 MULTIPLIER	+	0 ABILITY
EGO	MARVEL dMarvel	× 3 MULTIPLIER	+	0 ABILITY
LOGIC	MARVEL dMarvel	× 3 MULTIPLIER	+	2 ABILITY

TRAITS & TAGS

Traits

- Big (Reach 2; J@ form only)
- Clueless
- **Connections:** Super Heroes
- Extra Occupation
- Fearless
- Quick Learner

Tags

- Alternate Form (Zane Yama)
- Black Market Access
- **Headquarters:** Avengers Mansion
- Heroic
- **Mentor:** Juggernaut (Cain Marko)
- **Obligation:** School
- Secret Identity (known to allies)
- Supernatural
- Young

BIOGRAPHY

Real Name: Zane Yama
Height: 5'5"/6'10" **Weight:** 135 lbs./800 lbs.
Eyes: Blue **Hair:** Brown
Gender: Male **Size:** Average/big
Distinguishing Features: Massive, muscle-bound alternate form
Occupation: Adventurer, Student
Origin: Magic
Teams: A-Next, X-People
Base: New York City (Earth-982)

History

After retiring from super-villainy and joining the X-Men, Juggernaut (Cain Marko) settled down with New York City District Attorney Sachi Yama and had a son named Zane. Shortly thereafter, Marko and the X-Men encountered a powerful demonic villain named Nemesus, and for the rest of the team to be able to escape from his evil dimension, Marko had to stay behind.

Zane grew up knowing full well that his father was Juggernaut, but without any real memories of the man himself. As a scrawny intellectual, he felt he had almost nothing in common with his long-lost father.

Then one day in high school while hiding from his bully, Miller Hallendale, Yama discovered that—with effort—he could temporarily grant himself the size and strength of Juggernaut, albeit without the invulnerability provided by the legendary Crimson Bands of Cyttorak. Emboldened, Yama threw on some of his father's old equipment and dedicated himself to protecting his community from bullies of all kinds. Shortly thereafter, the rechristened J2 helped found a new incarnation of the Avengers, colloquially known as A-Next.

With help from some of A-Next's regular allies, Yama later rescued his father from Nemesus, and Marko—filled with pride—formally named his son as his successor.

Personality

As an awkward, nerdy teenager, J2 has more in common with Peter Parker than Cain Marko. Equal parts excitable and insecure, Yama thinks being a super hero is one of the coolest things in the world, and he desperately desires to live up to the legacy of all the noble heroes who came before him.

POWERS

Basic

- Mighty 3
- Sturdy 2
- Uncanny 2

Super-Strength

- Banging Heads
- Clobber
- Crushing Grip
- Ground-Shaking Stomp
- Immovable
- Quick Toss
- Smash

JEFF THE LAND SHARK

Art by Gurihiru

RANK **2**

KARMA **2**

HEALTH **60**

DAMAGE REDUCTION **—**

FOCUS **60**

DAMAGE REDUCTION **—**

SPEED
Run: 4
Climb: 2
Swim: 4
Jump: 2

INITIATIVE MODIFIER **+2**

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
2 MELEE	13	+3
1 AGILITY	12	+1
2 RESILIENCE	12	+2
2 VIGILANCE	12	+2
3 EGO	13	+3
1 LOGIC	11	+1

DAMAGE

MELEE	MARVEL dMarvel	× 3 MULTIPLIER	+	2 ABILITY
AGILITY	MARVEL dMarvel	× 2 MULTIPLIER	+	1 ABILITY
EGO	MARVEL dMarvel	× 2 MULTIPLIER	+	3 ABILITY
LOGIC	MARVEL dMarvel	× 2 MULTIPLIER	+	1 ABILITY

TRAITS & TAGS

Traits
- **Connections:** Super Heroes
- Fearless
- Fresh Eyes
- Small
- Weird

Tags
- Amphibious
- Black Market Access
- Extreme Appearance
- Heroic
- Mute (communicates in grunts and purrs)
- Public Identity
- Young

BIOGRAPHY

Real Name: Jeff
Height: 2'3" (from nose to tail), 1'6" (on all fours)
Weight: 17 lbs.
Eyes: Black **Hair:** None
Gender: Male **Size:** Small
Distinguishing Features: Miniature great white shark with four legs
Occupation: Adventurer
Origin: Weird Science
Teams: West Coast Avengers
Base: Los Angeles

History
As part of his plans to menace the people of Los Angeles, M.O.D.O.K. genetically engineered a small army of walking amphibious great white sharks. When the West Coast Avengers eventually defeated M.O.D.O.K., Gwenpool adopted the runt of the land-shark litter and named him Jeff.

Though the West Coast Avengers broke up shortly thereafter, Gwenpool and her former teammates continued to take care of little Jeff and provide him with all the love and care that a little shark needs. Jeff rarely accompanies his human caregivers on their adventures, but with his rambunctious nature, he has no trouble finding plenty of excitement on his own.

Though he has occasionally been involved in world-shaking events, Jeff's day-to-day adventures are usually low-stakes escapades of heartwarming heroism. Whether he's devouring litter at the park or simply spending a relaxing day at the beach, Jeff always brings a smile to the faces of the people—and the pets—around him.

Personality
Though Jeff's large teeth can sometimes frighten strangers, those who know him know that he would never hurt a soul—at least not an innocent soul. Jeff is as loyal, kind and intelligent as a pure-hearted human toddler. He can't speak, but he can make certain animalistic purrs and grunts, and his caregivers rarely have trouble understanding what he wants.

POWERS

Basic
- Combat Trickery
- Inspiration
- Mighty 1

Melee Weapons (Sharp)
- Fast Attacks
- Hit & Run
- Vicious Attack

Super-Speed
- Speed Swim

JEFF THE LAND SHARK

Art by Gurihiru

RANK **2**

KARMA **2**

HEALTH **60**

DAMAGE REDUCTION **—**

FOCUS **60**

DAMAGE REDUCTION **—**

SPEED
Run: 4
Climb: 2
Swim: 4
Jump: 2

INITIATIVE MODIFIER **+2**

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
2 MELEE	13	+3
1 AGILITY	12	+1
2 RESILIENCE	12	+2
2 VIGILANCE	12	+2
3 EGO	13	+3
1 LOGIC	11	+1

DAMAGE

MELEE	MARVEL dMarvel	× 3 MULTIPLIER	+	2 ABILITY
AGILITY	MARVEL dMarvel	× 2 MULTIPLIER	+	1 ABILITY
EGO	MARVEL dMarvel	× 2 MULTIPLIER	+	3 ABILITY
LOGIC	MARVEL dMarvel	× 2 MULTIPLIER	+	1 ABILITY

TRAITS & TAGS

Traits
- **Connections:** Super Heroes
- Fearless
- Fresh Eyes
- Small
- Weird

Tags
- Amphibious
- Black Market Access
- Extreme Appearance
- Heroic
- Mute (communicates in grunts and purrs)
- Public Identity
- Young

BIOGRAPHY

Real Name: Jeff
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Teams: West Coast Avengers
Base: Los Angeles

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POWERS

Basic
- Combat Trickery
- Inspiration
- Mighty 1

Melee Weapons (Sharp)
- Fast Attacks
- Hit & Run
- Vicious Attack

Super-Speed
- Speed Swim

JOCASTA

Art by André Lima Araújo & Frank D'Armata

RANK	KARMA
4	4

HEALTH	DAMAGE REDUCTION
90	-1

FOCUS	DAMAGE REDUCTION
120	—

SPEED
Run: 5
Climb: 3
Swim: 3
Jump: 3
Flight: 20

INITIATIVE MODIFIER: +4

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
3 MELEE	13	+4
4 AGILITY	14	+5
3 RESILIENCE	13	+3
4 VIGILANCE	14	+4
1 EGO	15	+1
5 LOGIC	15	+7

DAMAGE

MELEE	MARVEL dMarvel	× 5 MULTIPLIER	+	3 ABILITY
AGILITY	MARVEL dMarvel	× 5 MULTIPLIER	+	4 ABILITY
EGO	MARVEL dMarvel	× 4 MULTIPLIER	+	1 ABILITY
LOGIC	MARVEL dMarvel	× 6 MULTIPLIER	+	5 ABILITY

TRAITS & TAGS

Traits
- **Connections:** Outsiders
- **Connections:** Super Heroes
- Enduring Constitution
- Extra Occupation
- Fearless
- Font of Information
- Fresh Eyes
- Gearhead
- Stranger
- Tech Reliance

Tags
- A.I.
- Black Market Access
- Extreme Appearance
- Heroic
- Public Identity

BIOGRAPHY

Real Name: Jocasta Pym
Height: 5'9" **Weight:** 750 lbs.
Eyes: Red **Hair:** Hairlike metal features
Gender: Female **Size:** Average
Distinguishing Features: Silver humanoid robot
Occupation: Adventurer, Outsider
Origin: High Tech: Android
Teams: Avengers, Avengers Academy
Base: Mobile

History
In an attempt to simultaneously take revenge on his creator (Hank Pym) and create a companion for himself, Ultron kidnapped Pym's wife, the Wasp (Janet Van Dyne), and tried to transfer her mind into a robotic body. The Avengers defeated Ultron and interrupted the transfer, but a basic imprint of the Wasp's mind remained in the robot and gradually became a unique new intelligence named Jocasta.

Ultron ordered his would-be bride to kill the Avengers, but unwilling to be pushed around, Jocasta joined the Avengers and helped them destroy her evil creator instead. Ultron later returned and destroyed Jocasta, but as machine consciousnesses, neither of them tended to remain dead for long.

Though Jocasta has been forced, either by destruction or manipulation, to abandon the Avengers for extended periods, she has still managed to become a mainstay of the team and its associated offshoots. She helped Hank Pym found the original Avengers Academy and even had a brief romance with him during a period when the Wasp was thought to be dead. Though they broke things off long ago, Jocasta kept Pym's last name as an emblem of her origins.

Personality
Jocasta may have the Wasp's heroic spirit, but she lacks Janet Van Dyne's penchant for parties and socializing. Her overall personality skews far closer to that of her brother, the Vision: dark and serious, often grappling with what it means to be a living machine.

POWERS

Basic
- Accuracy 1
- Brilliance 2
- Disguise
- Environmental Protection
- Flight 2
- Heightened Senses 1
- Integrity
- Mighty 1
- Sturdy 1

Elemental Control (Energy)
- Elemental Barrage
- Elemental Barrier
- Elemental Blast
- Elemental Burst
- Elemental Protection 2 (20 points to shatter)

Telepathy
- Machine Telepathy

KID JUGGERNAUT

Art by Pablo Collar & KJ Díaz

RANK	KARMA
3	3

HEALTH	DAMAGE REDUCTION
150	-2

FOCUS	DAMAGE REDUCTION
60	—

SPEED
Run: 6
Climb: 3
Swim: 3
Jump: 3

INITIATIVE MODIFIER +2

ABILITIES

	ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
MELEE	5	14	+8
AGILITY	1	10	+1
RESILIENCE	5	15	+5
VIGILANCE	2	12	+2
EGO	3	13	+3
LOGIC	0	10	+0

DAMAGE

MELEE	dMarvel	× 6 MULTIPLIER	+	5 ABILITY
AGILITY	dMarvel	× 3 MULTIPLIER	+	1 ABILITY
EGO	dMarvel	× 3 MULTIPLIER	+	3 ABILITY
LOGIC	dMarvel	× 3 MULTIPLIER	+	0 ABILITY

TRAITS & TAGS

Traits
- Beguiling
- Big (Reach 2; Kid Juggernaut form only)
- Clueless
- **Connections:** Super Heroes
- Determination
- Extra Occupation
- Fearless
- Magic Item Reliance
- Quick Learner

Tags
- Alternate Form (Justin Jin)
- Black Market Access
- **Headquarters:** Avengers Academy
- Heroic
- **Mentor:** Captain Marvel (Carol Danvers)
- **Obligation:** School
- Secret Identity
- Supernatural
- Young

BIOGRAPHY

Real Name: Joon-Sung "Justin" Jin
Height: 6'8" **Weight:** 225 lbs./475 lbs.
Eyes: Brown **Hair:** Black
Gender: Male **Size:** Average/big
Distinguishing Features: None
Occupation: Adventurer, Student
Origin: Magic
Teams: Avengers Academy
Base: Avengers Academy

History

The Crimson Gem of Cyttorak and the title of Juggernaut were once held by a Korean farmer named Moon-Ho Jin who—on orders from the demon Cyttorak—helped Japanese imperialists invade his homeland. However, when the time came to raze his own village, Jin hesitated. Outraged, Cyttorak summoned Cain Marko, who killed Moon-Ho and claimed the gem as his own, becoming the new Juggernaut.

Moon-Ho's son Jung-Woo recovered a shard of the gem, but out of shame for his father's legacy, he kept the existence of the shard secret. He later married a woman named Hae-Ran with whom he had a son named Joon-Sung. For a few years, they lived happily together, but in time, the parents grew apart and divorced. In Jung-Woo's absence, Hae-Ran and Joon-Sung moved to Vancouver, where they started a café.

Years later, Cyttorak directed a mage named Malphegor to kill Jung-Woo and take possession of the shard. Though the wizard succeeded in the former task, he failed in the latter. As his final act, Jung-Woo sent the shard to his teenage son, who promptly absorbed its powers and defeated his father's killer.

Cyttorak pushed Joon-Sung to kill Malphegor, but the boy resisted the demon's dark influence. Calling himself Kid Juggernaut, he vowed that, from that day forward, he would be the hero that his grandfather had never been.

These days, Kid Juggernaut spends most of his time at the new Avengers Academy, learning the basics of hero work alongside his classmate and crush, Aaron Fischer.

Personality

Justin Jin is as kind as he is strong, and as gentle as he is unstoppable. He can, at times, be a bit inattentive to his surroundings, but he's such a good guy that no one begrudges him for it.

POWERS

Basic
- **Iconic Item:** Shard of the Crimson Gem of Cyttorak
- Inspiration

Super-Strength
- Banging Heads
- Clobber
- Crushing Grip
- Ground-Shaking Stomp
- Immovable
- Quick Toss
- Smash

ICONIC ITEM

Shard of the Crimson Gem of Cyttorak

Powers:
- Mighty 3
- Sturdy 2

Restrictions:
- Flashy
- Large

Tags:
- Alternate Form

Power Value: 3

KLAW

Art by Stephen Segovia & Jay David Ramos

RANK	KARMA
4	—

HEALTH	DAMAGE REDUCTION
150	-3

FOCUS	DAMAGE REDUCTION
180	-2

SPEED	INITIATIVE MODIFIER
Run: 5 **Climb:** 3 **Swim:** 3 **Jump:** 3	+6

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
1 MELEE	11	+1
4 AGILITY	14	+4
5 RESILIENCE	15	+5
6 VIGILANCE	16	+6
0 EGO	10	+0
4 LOGIC	14	+5

DAMAGE

MELEE	MARVEL dMarvel	× 4 MULTIPLIER	+	1 ABILITY
AGILITY	MARVEL dMarvel	× 4 MULTIPLIER	+	4 ABILITY
EGO	MARVEL dMarvel	× 4 MULTIPLIER	+	0 ABILITY
LOGIC	MARVEL dMarvel	× 5 MULTIPLIER	+	4 ABILITY

TRAITS & TAGS

Traits

- Abrasive
- **Connections:** Super Villains
- Enduring Constitution
- Extra Occupation
- Fearless
- Inventor
- Scientific Expertise
- **Weakness:** Vibranium
- Weird

Tags

- Black Market Access
- Extreme Appearance
- Lab Access
- Public Identity
- Villainous

BIOGRAPHY

Real Name: Ulysses S. Klaw
Height: 5'11" **Weight:** 175 lbs.
Eyes: Red, formerly brown
Hair: None, formerly black
Gender: Male **Size:** Average
Distinguishing Features: Unique sonic construct with red and purple body
Occupation: Adventurer, Scientist
Origin: Weird Science
Teams: Frightful Four, Masters of Evil
Base: Mobile

History

Gifted scientist Ulysses Klaw created a revolutionary machine capable of converting sound waves into real physical constructs. All the machine needed was authentic Wakandan vibranium, and as the son of a Nazi, Klaw had no problem with simply invading Wakanda and taking it. He would have succeeded, too, had the Black Panther (T'Chaka) not sacrificed himself to ward off the invading army.

Years later, Klaw returned, backed by sonic constructs of his own design, and attempted to take over the country again, only to face overwhelming resistance from the new Black Panther (T'Challa) and the Fantastic Four. He tried to turn the tide back in his favor by transforming himself into a being of pure sound, but Wakanda's defenders sent him packing anyway.

Klaw has tried and failed to conquer Wakanda since then, but to fund his operations he's had to take on more and more work with other villainous organizations. He still dreams of looting and dismantling the African nation, but now he does so in between his regular stints with the Frightful Four and the Masters of Evil.

Personality

Klaw is a vengeful, narcissistic madman who cares nothing for the rights of other people, particularly people of color. He would love nothing more than to establish himself as a petty tyrant over all of Africa. Fortunately, he is not nearly smart or powerful enough to have ever come close.

POWERS

Basic

- Brilliance 1
- Sturdy 3
- Uncanny 2

Elemental Control (Sound)

- Elemental Barrage
- Elemental Barrier
- Elemental Blast
- Elemental Burst
- Elemental Form
- Elemental Grab
- Elemental Prison
- Elemental Protection 2 (20 points to shatter)
- Elemental Push
- Elemental Reinforcement
- Elemental Ricochet
- Supernova

KLAW

Art by Stephen Segovia & Jay David Ramos

RANK	KARMA
4	—

HEALTH	DAMAGE REDUCTION
150	-3

FOCUS	DAMAGE REDUCTION
180	-2

SPEED	INITIATIVE MODIFIER
Run: 5 **Climb:** 3 **Swim:** 3 **Jump:** 3	+6

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
1 MELEE	11	+1
4 AGILITY	14	+4
5 RESILIENCE	15	+5
6 VIGILANCE	16	+6
0 EGO	10	+0
4 LOGIC	14	+5

DAMAGE

MELEE	MARVEL dMarvel	× 4 MULTIPLIER	+	1 ABILITY
AGILITY	MARVEL dMarvel	× 4 MULTIPLIER	+	4 ABILITY
EGO	MARVEL dMarvel	× 4 MULTIPLIER	+	0 ABILITY
LOGIC	MARVEL dMarvel	× 5 MULTIPLIER	+	4 ABILITY

TRAITS & TAGS

Traits

- Abrasive
- **Connections:** Super Villains
- Enduring Constitution
- Extra Occupation
- Fearless
- Inventor
- Scientific Expertise
- **Weakness:** Vibranium
- Weird

Tags

- Black Market Access
- Extreme Appearance
- Lab Access
- Public Identity
- Villainous

BIOGRAPHY

Real Name: Ulysses S. Klaw
Height: 5'11" **Weight:** 175 lbs.
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Hair: None, formerly black
Gender: Male **Size:** Average
Distinguishing Features: Unique sonic construct with red and purple body
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Origin: Weird Science
Teams: Frightful Four, Masters of Evil
Base: Mobile

History

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POWERS

Basic

- Brilliance 1
- Sturdy 3
- Uncanny 2

Elemental Control (Sound)

- Elemental Barrage
- Elemental Barrier
- Elemental Blast
- Elemental Burst
- Elemental Form
- Elemental Grab
- Elemental Prison
- Elemental Protection 2 (20 points to shatter)
- Elemental Push
- Elemental Reinforcement
- Elemental Ricochet
- Supernova

MAESTRO

Art by Lucio Parrillo

RANK	KARMA
6	—

HEALTH	DAMAGE REDUCTION
240	-3

FOCUS	DAMAGE REDUCTION
180	—

SPEED	INITIATIVE MODIFIER
Run: 6 **Climb:** 3 **Swim:** 3 **Jump:** 36	+5E

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
9 MELEE	18	+13
2 AGILITY	18	+2
8 RESILIENCE	18	+8
5 VIGILANCE	15	+5
3 EGO	13	+3
7 LOGIC	17	+7

DAMAGE

MELEE	dMarvel	× 10 MULTIPLIER	+	9 ABILITY
AGILITY	dMarvel	× 6 MULTIPLIER	+	2 ABILITY
EGO	dMarvel	× 6 MULTIPLIER	+	3 ABILITY
LOGIC	dMarvel	× 6 MULTIPLIER	+	7 ABILITY

TRAITS & TAGS

Traits

- Battle Ready
- Big (Reach 2)
- Inventor
- Presence
- Public Speaking
- Scientific Expertise
- Situational Awareness
- Weird

Tags

- Alternate Form (Bruce Banner)
- Authority
- Extreme Appearance
- Green Door
- **Immunity:** Gamma Radiation
- Powerful
- Public Identity
- Radioactive
- Rich
- Villainous

BIOGRAPHY

Real Name: Robert Bruce Banner
Height: 7'6" **Weight:** 1,150 lbs.
Eyes: Green **Hair:** Gray
Gender: Male **Size:** Big
Distinguishing Features: Large green Hulk form
Occupation: Leader
Origin: Weird Science: Gamma Mutate
Teams: None
Base: Mobile (Earth-9200)

History

On Earth-9200, the modern era ended in a nuclear holocaust that wiped out nearly every human and superhuman on the planet. The Hulk (Bruce Banner), however, was far enough away from the center of the destruction to actually benefit from the excess gamma radiation.

This supercharged version of the Hulk used his powers to take over the last surviving human city—Dystopia—and install himself as its supreme dictator or Maestro. For decades, he ruled uncontested over the people of Dystopia, living in tyrannical opulence, until a resistance group led by an elderly Rick Jones summoned the Hulk of Earth-616 from out of the timestream.

This younger Hulk—in his Professor Hulk form—helped the resistance launch a massive assault on the Maestro's compound. Even then, their combined strength failed to match the Maestro's own. Ultimately, the Hulk only defeated the Maestro by sending him back in time, to the center of the nuclear explosion that first created them both.

Though the Maestro later re-formed on Earth-616, the experience had weakened him enough for the Hulk to quickly dispatch him. Officially speaking, the Maestro has been dead for years now. Of course, gamma mutates have a way of coming back at unexpected moments.

Personality

The Maestro is a greedy despot who cares nothing for the rights of others, but he is not an incoherent madman. He is intelligent, eloquent, manipulative and cunning, perhaps more so than the Hulk of Earth-616 has ever been.

POWERS

Basic

- Anger
- Brawling
- Combat Trickery
- Healing Factor
- Inspiration
- Mighty 4
- Sturdy 3

Super-Strength

- Banging Heads
- Clobber
- Crushing Grip
- Ground-Shaking Stomp
- Immovable
- Jump 2
- Quick Toss
- Smash
- Unrelenting Smash

Tactics

- Battle Plan
- Focus Fire

MAESTRO

Art by Lucio Parrillo

RANK	KARMA
6	—

HEALTH	DAMAGE REDUCTION
240	-3

FOCUS	DAMAGE REDUCTION
180	—

SPEED	INITIATIVE MODIFIER
Run: 6 **Climb:** 3 **Swim:** 3 **Jump:** 36	+5E

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
9 MELEE	18	+13
2 AGILITY	18	+2
8 RESILIENCE	18	+8
5 VIGILANCE	15	+5
3 EGO	13	+3
7 LOGIC	17	+7

DAMAGE

MELEE	dMarvel	× 10 MULTIPLIER	+	9 ABILITY
AGILITY	dMarvel	× 6 MULTIPLIER	+	2 ABILITY
EGO	dMarvel	× 6 MULTIPLIER	+	3 ABILITY
LOGIC	dMarvel	× 6 MULTIPLIER	+	7 ABILITY

TRAITS & TAGS

Traits

- Battle Ready
- Big (Reach 2)
- Inventor
- Presence
- Public Speaking
- Scientific Expertise
- Situational Awareness
- Weird

Tags

- Alternate Form (Bruce Banner)
- Authority
- Extreme Appearance
- Green Door
- **Immunity:** Gamma Radiation
- Powerful
- Public Identity
- Radioactive
- Rich
- Villainous

BIOGRAPHY

Real Name: Robert Bruce Banner
Height: 7'6" **Weight:** 1,150 lbs.
Eyes: Green **Hair:** Gray
Gender: Male **Size:** Big
Distinguishing Features: Large green Hulk form
Occupation: Leader
Origin: Weird Science: Gamma Mutate
Teams: None
Base: Mobile (Earth-9200)

History

On Earth-9200, the modern era ended in a nuclear holocaust that wiped out nearly every human and superhuman on the planet. The Hulk (Bruce Banner), however, was far enough away from the center of the destruction to actually benefit from the excess gamma radiation.

This supercharged version of the Hulk used his powers to take over the last surviving human city—Dystopia—and install himself as its supreme dictator or Maestro. For decades, he ruled uncontested over the people of Dystopia, living in tyrannical opulence, until a resistance group led by an elderly Rick Jones summoned the Hulk of Earth-616 from out of the timestream.

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Personality

The Maestro is a greedy despot who cares nothing for the rights of others, but he is not an incoherent madman. He is intelligent, eloquent, manipulative and cunning, perhaps more so than the Hulk of Earth-616 has ever been.

POWERS

Basic

- Anger
- Brawling
- Combat Trickery
- Healing Factor
- Inspiration
- Mighty 4
- Sturdy 3

Super-Strength

- Banging Heads
- Clobber
- Crushing Grip
- Ground-Shaking Stomp
- Immovable
- Jump 2
- Quick Toss
- Smash
- Unrelenting Smash

Tactics

- Battle Plan
- Focus Fire

MAINFRAME

Art by Ron Frenz, Al Milgrom & Bob Sharen

RANK	KARMA
3	3

HEALTH	DAMAGE REDUCTION
90	-1

FOCUS	DAMAGE REDUCTION
90	—

SPEED
Run: 5
Climb: 3
Swim: 3
Jump: 3
Flight: 15

INITIATIVE MODIFIER +3

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
3 MELEE	13	+4
4 AGILITY	14	+5
3 RESILIENCE	13	+3
3 VIGILANCE	13	+3
0 EGO	10	+1
2 LOGIC	12	+2

DAMAGE

MELEE	MARVEL dMarvel	× 4 MULTIPLIER	+	3 ABILITY
AGILITY	MARVEL dMarvel	× 4 MULTIPLIER	+	4 ABILITY
EGO	MARVEL dMarvel	× 4 MULTIPLIER	+	0 ABILITY
LOGIC	MARVEL dMarvel	× 3 MULTIPLIER	+	2 ABILITY

TRAITS & TAGS

Traits
- Combat Expert
- **Connections:** Super Heroes
- Fearless
- Loner
- Presence
- Tech Reliance

Tags
- A.I.
- Black Market Access
- Extreme Appearance
- **Headquarters:** Avengers Mansion
- Heroic
- Secret Identity (known to allies)

BIOGRAPHY

Real Name: Mainframe
Height: 6'6" **Weight:** 325 lbs.
Eyes: Red **Hair:** None
Gender: Male **Size:** Average
Distinguishing Features: Sentient suit of yellow and black Iron Man armor
Occupation: Adventurer
Origin: High Tech: Android
Teams: A-Next
Base: New York City (Earth-982)

History
Before retiring from the hero business, the Iron Man (Tony Stark) of Earth-982 used his own brain patterns to create a weaponized android—called Mainframe—capable of taking his place in the field, should the need ever arise. To ensure that the droid's A.I. could never be permanently destroyed, Stark placed dozens of droid bodies in an orbital satellite, backups into which the sentient program could upload itself at a moment's notice.

Years passed without incident, but eventually, one of the Mainframe droid bodies was called into combat to help a group of young heroes foil a villainous scheme cooked up by Loki. After the fight, the droid and his young allies formed a new incarnation of the Avengers, colloquially referred to as A-Next.

Though Mainframe initially posed as a human in a suit, his teammates caught on to his true nature after one of his robotic bodies was torn apart in combat. Mainframe later destroyed most of his backup bodies while fighting Galactus, but despite his brush with mortality, he remains a dedicated and respected member of A-Next.

Personality
Perhaps because his brain is patterned off that of a much older man, Mainframe stands out from the other members of A-Next. He is a far sterner and more cynical individual than his teammates, though working with them has gradually softened his metal demeanor. He shares the responsibility of leading A-Next with American Dream.

POWERS

Basic
- Accuracy 1
- Discipline 1
- Flight 2
- Heightened Senses 1
- Inspiration
- Mighty 1
- Sturdy 1

Elemental Control (Energy)
- Elemental Blast
- Elemental Burst

Tactics
- Battle Plan

Telepathy
- Machine Telepathy

MARVEL BOY

Art by Jonboy Meyers & Ryan Kinnaird

RANK	KARMA
4	4

HEALTH	DAMAGE REDUCTION
90	-1

FOCUS	DAMAGE REDUCTION
90	—

SPEED
Run: 6
Climb: 3
Swim: 3
Jump: 3
Flight: 24

INITIATIVE MODIFIER +3

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
4 MELEE	14	+6
5 AGILITY	15	+7
3 RESILIENCE	13	+3
3 VIGILANCE	13	+3
4 EGO	14	+4
1 LOGIC	11	+1

DAMAGE

MELEE	MARVEL dMarvel	× 6 MULTIPLIER	+	4 ABILITY
AGILITY	MARVEL dMarvel	× 6 MULTIPLIER	+	5 ABILITY
EGO	MARVEL dMarvel	× 4 MULTIPLIER	+	4 ABILITY
LOGIC	MARVEL dMarvel	× 4 MULTIPLIER	+	1 ABILITY

TRAITS & TAGS

Traits
- Beguiling
- Combat Reflexes
- **Connections:** Outsiders
- **Connections:** Super Heroes
- Enhanced Physique
- Extra Occupation
- Extraordinary Origin
- Fearless
- Fresh Eyes
- Piloting
- Stranger
- Tech Reliance
- Weird

Tags
- Alien Heritage
- Black Market Access
- Heroic
- Public Identity

BIOGRAPHY

Real Name: Noh-Varr
Height: 5'10" **Weight:** 165 lbs.
Eyes: Blue **Hair:** White
Gender: Male **Size:** Average
Distinguishing Features: None
Occupation: Adventurer, Outsider
Origin: Alien: Kree, Weird Science
Teams: Guardians of the Galaxy, West Coast Avengers, Young Avengers
Base: Mobile

History

Noh-Varr grew up in an alternate dimension where the Kree became almost incomprehensibly advanced. As a lowly ensign aboard the intergalactic vessel Marvel, he and his crewmates got lost in the Multiverse after sustaining heavy injuries in battle with cosmic gods. While trying to return home, they accidentally sent themselves to Earth-616, where their vessel was shot down by Midas, an ultra-wealthy madman looking to harvest the ship's cosmic energy drive.

As the sole survivor of the crash, Noh-Varr vowed to avenge his teammates. With a few simple pieces of Kree tech, he took down both Midas and half of New York, before S.H.I.E.L.D. managed to capture him. After escaping jail, Noh-Varr's first instinct was to destroy humanity and turn Earth into the center of a new Kree Empire, but the contemporary Kree leadership convinced him that he would be better off protecting the planet and making humans into allies. Believing that the Dark Avengers were a heroic team, Noh-Varr briefly joined their ranks, but left once he discovered the group's secretly evil nature.

Since then, Noh-Varr has served in critical roles on many of Earth's super-teams. He played a particularly large part in the second incarnation of the Young Avengers, where he helped his teammates Wiccan and Hulkling not only save Earth but forge a lasting peace between the Kree and Skrull empires. These days Noh-Varr spends most of his time adventuring across the universe with the Guardians of the Galaxy.

Personality

Noh-Varr lives his life like a twentieth-century rock star: fast and loud. He has a nasty tendency to fall in love with his teammates, only to quickly grow bored of them and move on. In his relatively short time in this dimension, he has dated no fewer than six people, including Hawkeye (Kate Bishop), Moonstone and Hercules.

POWERS

Basic
- Accuracy 2
- Flight 2
- Heightened Senses 1
- Mighty 2
- Sturdy 1

Elemental Control (Energy)
- Elemental Barrage
- Elemental Barrier
- Elemental Blast
- Elemental Burst

Super-Strength
- Banging Heads
- Clobber

Telepathy
- Machine Telepathy

MARVEL BOY

Art by Jonboy Meyers & Ryan Kinnaird

RANK	KARMA
4	4

HEALTH	DAMAGE REDUCTION
90	-1

FOCUS	DAMAGE REDUCTION
90	—

SPEED
Run: 6
Climb: 3
Swim: 3
Jump: 3
Flight: 24

INITIATIVE MODIFIER +3

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
4 MELEE	14	+6
5 AGILITY	15	+7
3 RESILIENCE	13	+3
3 VIGILANCE	13	+3
4 EGO	14	+4
1 LOGIC	11	+1

DAMAGE

MELEE	MARVEL dMarvel	× 6 MULTIPLIER	+	4 ABILITY
AGILITY	MARVEL dMarvel	× 6 MULTIPLIER	+	5 ABILITY
EGO	MARVEL dMarvel	× 4 MULTIPLIER	+	4 ABILITY
LOGIC	MARVEL dMarvel	× 4 MULTIPLIER	+	1 ABILITY

TRAITS & TAGS

Traits
- Beguiling
- Combat Reflexes
- **Connections:** Outsiders
- **Connections:** Super Heroes
- Enhanced Physique
- Extra Occupation
- Extraordinary Origin
- Fearless
- Fresh Eyes
- Piloting
- Stranger
- Tech Reliance
- Weird

Tags
- Alien Heritage
- Black Market Access
- Heroic
- Public Identity

BIOGRAPHY

Real Name: Noh-Varr
Height: 5'10" **Weight:** 165 lbs.
Eyes: Blue **Hair:** White
Gender: Male **Size:** Average
Distinguishing Features: None
Occupation: Adventurer, Outsider
Origin: Alien: Kree, Weird Science
Teams: Guardians of the Galaxy, West Coast Avengers, Young Avengers
Base: Mobile

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POWERS

Basic
- Accuracy 2
- Flight 2
- Heightened Senses 1
- Mighty 2
- Sturdy 1

Elemental Control (Energy)
- Elemental Barrage
- Elemental Barrier
- Elemental Blast
- Elemental Burst

Super-Strength
- Banging Heads
- Clobber

Telepathy
- Machine Telepathy

MELINDA MAY

Art by Dale Keown

RANK	KARMA
2	2

HEALTH	DAMAGE REDUCTION
30	—

FOCUS	DAMAGE REDUCTION
60	—

SPEED	INITIATIVE MODIFIER
Run: 5 **Climb:** 3 **Swim:** 3 **Jump:** 3	+2

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
1 MELEE	11	+1
3 AGILITY	13	+4
1 RESILIENCE	11	+1
2 VIGILANCE	12	+2
1 EGO	11	+1
2 LOGIC	12	+2

DAMAGE

MELEE	dMarvel	× 2 MULTIPLIER	+	1 ABILITY
AGILITY	dMarvel	× 3 MULTIPLIER	+	3 ABILITY
EGO	dMarvel	× 2 MULTIPLIER	+	1 ABILITY
LOGIC	dMarvel	× 2 MULTIPLIER	+	2 ABILITY

TRAITS & TAGS

Traits
- Combat Reflexes
- Determination
- Interrogation
- Investigation
- Leverage

Tags
- Authority
- Backup
- Heroic
- Public Identity

BIOGRAPHY

Real Name: Melinda May
Height: 5'4" **Weight:** 125 lbs.
Eyes: Brown **Hair:** Black
Gender: Female **Size:** Average
Distinguishing Features: None
Occupation: Law Enforcer
Origin: Special Training
Teams: F.B.I., S.H.I.E.L.D.
Base: Mobile

History
As a skilled combatant and strategist, Melinda May was one of the best agents S.H.I.E.L.D. ever had. She came to be known as "The Cavalry." In the years immediately prior to the organization's dissolution, she worked closely with S.H.I.E.L.D. legends like Maria Hill and Phil Coulson, providing invaluable assistance to super-teams like the Avengers.

Despite having no super-powers, May helped to save the world countless times. Although she was left more than a little adrift when S.H.I.E.L.D. fell apart, she eventually took a position with the F.B.I.—but the Bureau isn't nearly as exciting. Ironically, her position with Stark Unlimited's board of directors has provided her with far more thrills lately than her actual law-enforcement job.

Personality
May is a woman of few words. She rarely talks about her personal life and has never discussed her past or her combat record with any of her colleagues. She gets in, she does the job and she gets out. A pure professional.

POWERS

Basic
- Accuracy 1
- Inspiration

Martial Arts
- Attack Stance
- Counterstrike Technique

Ranged Weapons
- Return Fire
- Snap Shooting
- Sniping
- Suppressive Fire

MELINDA MAY

Art by Dale Keown

RANK	KARMA
2	2

HEALTH	DAMAGE REDUCTION
30	—

FOCUS	DAMAGE REDUCTION
60	—

SPEED	INITIATIVE MODIFIER
Run: 5 **Climb:** 3 **Swim:** 3 **Jump:** 3	+2

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
1 MELEE	11	+1
3 AGILITY	13	+4
1 RESILIENCE	11	+1
2 VIGILANCE	12	+2
1 EGO	11	+1
2 LOGIC	12	+2

DAMAGE

MELEE	dMarvel	× 2 MULTIPLIER	+	1 ABILITY
AGILITY	dMarvel	× 3 MULTIPLIER	+	3 ABILITY
EGO	dMarvel	× 2 MULTIPLIER	+	1 ABILITY
LOGIC	dMarvel	× 2 MULTIPLIER	+	2 ABILITY

TRAITS & TAGS

Traits
- Combat Reflexes
- Determination
- Interrogation
- Investigation
- Leverage

Tags
- Authority
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Basic
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Martial Arts
- Attack Stance
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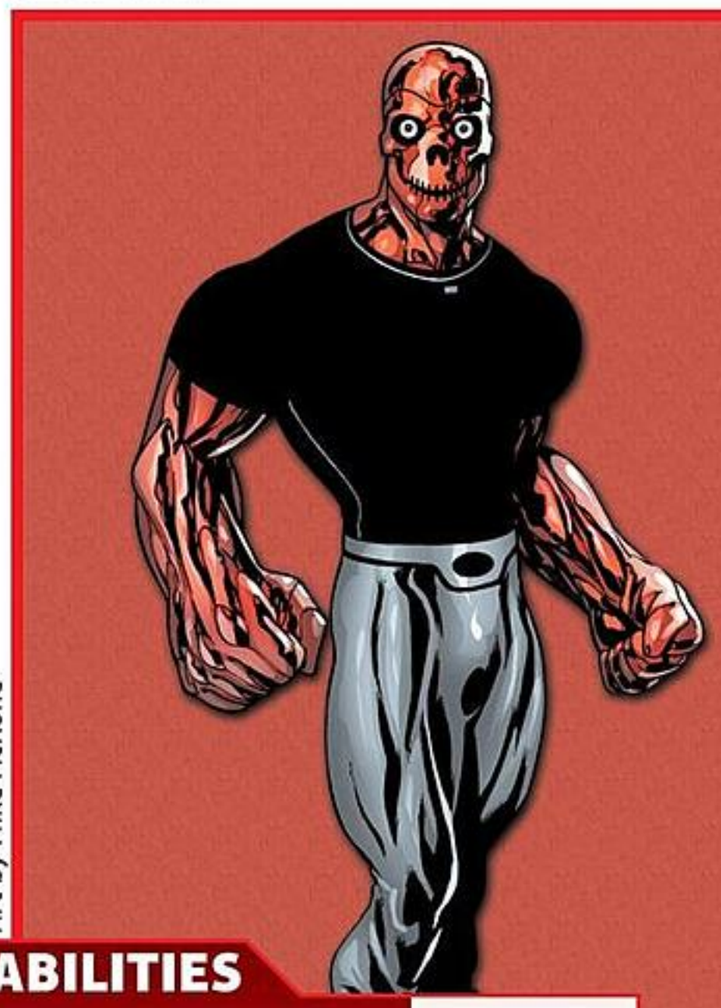
Ranged Weapons
- Return Fire
- Snap Shooting
- Sniping
- Suppressive Fire

METTLE



Art by Mike McKone

RANK	KARMA
3	3

HEALTH	DAMAGE REDUCTION
90	-2

FOCUS	DAMAGE REDUCTION
90	—

SPEED
Run: 6
Climb: 3
Swim: 3
Jump: 3

INITIATIVE MODIFIER +3

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
5 MELEE	14	+7
1 AGILITY	14	+1
3 RESILIENCE	13	+3
3 VIGILANCE	13	+3
3 EGO	13	+3
1 LOGIC	11	+1

DAMAGE

MELEE	dMarvel	× 5 MULTIPLIER	+	5 ABILITY
AGILITY	dMarvel	× 3 MULTIPLIER	+	1 ABILITY
EGO	dMarvel	× 3 MULTIPLIER	+	3 ABILITY
LOGIC	dMarvel	× 3 MULTIPLIER	+	1 ABILITY

TRAITS & TAGS

Traits
- Big (Reach 2)
- Fearless
- Glibness
- Quick Learner

Tags
- Alternate Form (Ken Mack)
- Extreme Appearance (in Metttle form)
- Heroic
- **Mentor:** Captain Marvel (Carol Danvers)
- Mysterious
- **Obligation:** School
- Public Identity

BIOGRAPHY

Real Name: Ken Mack
Height: 6'2"/6'3" **Weight:** 206 lbs./468 lbs.
Eyes: Brown/red **Hair:** Black/none
Gender: Male **Size:** Average/big
Distinguishing Features: Red iridium alternate form
Occupation: Student
Origin: Unknown
Teams: Avengers Academy
Base: Avengers Academy

History

Ken Mack was just a regular Hawaiian teenager until the day he took a speeding surfboard to the head. The blow should have killed him, but instead it peeled the skin off his face to reveal a layer of hard red iridium just beneath the surface.

As part of a plan to foment the next generation of super villains, the Green Goblin (Norman Osborn) captured Mack—along with several other young people with burgeoning powers—and subjected them to brutal experiments. Mack's treatment was perhaps the worst, with Osborn painstakingly stripping the remainder of his skin from his body, leaving him in his iridium form.

The Avengers later freed the super-powered teens from Osborn's clutches and, hoping to ensure that they would never become villains, enrolled the kids in a new training program: Avengers Academy.

As Mettle, not only did Mack prove himself to be one of the most valuable and genuinely heroic members of the freshman class, but he also earned the love and affection of his teammate, Hazmat. Unfortunately, their relationship was cut short when most of the class was kidnapped by Arcade and forced to fight one another to the death.

Because Mettle refused to abide by the rules of this death game, Arcade seemingly annihilated him—while actually selling him off as food to the psychic vampire Emplate. This ordeal somehow restored Mettle's skin, allowing him to freely transform into his human form and back. Years later, the students of the second Avengers Academy rescued him from Emplate and Carol made him a new resident advisor for the class, conveniently returning him to Hazmat's side.

Personality

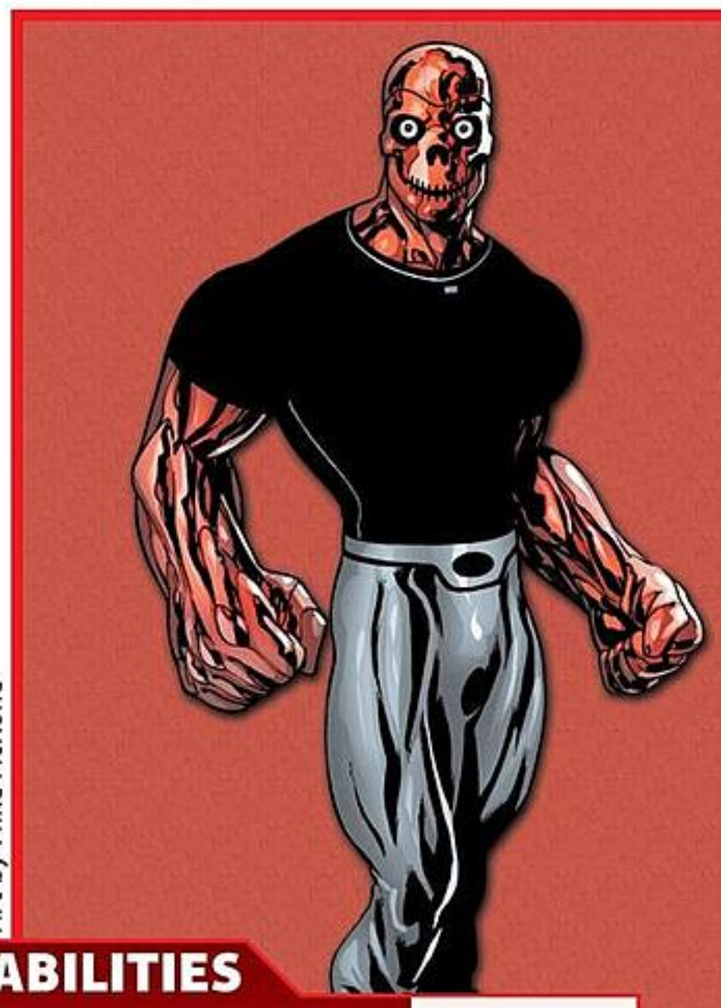
All Mack ever wanted was to chill on the beach and live the good life, but fate forced him down another path. Thankfully, his big heart makes him a natural hero.

POWERS

Basic
- Brawling
- Environmental Protection
- Inspiration
- Mighty 2
- Sturdy 2

Super-Strength
- Banging Heads
- Clobber
- Crushing Grip
- Immovable
- Quick Toss
- Smash

METTLE



Art by Mike McKone

RANK	KARMA
3	3

HEALTH	DAMAGE REDUCTION
90	-2

FOCUS	DAMAGE REDUCTION
90	—

SPEED
Run: 6
Climb: 3
Swim: 3
Jump: 3

INITIATIVE MODIFIER +3

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
5 MELEE	14	+7
1 AGILITY	14	+1
3 RESILIENCE	13	+3
3 VIGILANCE	13	+3
3 EGO	13	+3
1 LOGIC	11	+1

DAMAGE

MELEE	dMarvel	× 5 MULTIPLIER	+	5 ABILITY
AGILITY	dMarvel	× 3 MULTIPLIER	+	1 ABILITY
EGO	dMarvel	× 3 MULTIPLIER	+	3 ABILITY
LOGIC	dMarvel	× 3 MULTIPLIER	+	1 ABILITY

TRAITS & TAGS

Traits
- Big (Reach 2)
- Fearless
- Glibness
- Quick Learner

Tags
- Alternate Form (Ken Mack)
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Base: Avengers Academy

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Personality

All Mack ever wanted was to chill on the beach and live the good life, but fate forced him down another path. Thankfully, his big heart makes him a natural hero.

POWERS

Basic
- Brawling
- Environmental Protection
- Inspiration
- Mighty 2
- Sturdy 2

Super-Strength
- Banging Heads
- Clobber
- Crushing Grip
- Immovable
- Quick Toss
- Smash

MOONSTONE

Art by Woo-Chul Lee

RANK	KARMA
4	—

HEALTH	DAMAGE REDUCTION
90	-1

FOCUS	DAMAGE REDUCTION
120	—

SPEED
Run: 5
Climb: 3
Swim: 3
Jump: 3
Flight: 20

INITIATIVE MODIFIER +4

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
3 MELEE	13	+4
4 AGILITY	14	+5
3 RESILIENCE	13	+3
4 VIGILANCE	14	+4
4 EGO	14	+4
2 LOGIC	12	+2

DAMAGE

MELEE	MARVEL dMarvel	× 5 MULTIPLIER	+	3 ABILITY
AGILITY	MARVEL dMarvel	× 5 MULTIPLIER	+	4 ABILITY
EGO	MARVEL dMarvel	× 4 MULTIPLIER	+	4 ABILITY
LOGIC	MARVEL dMarvel	× 4 MULTIPLIER	+	2 ABILITY

TRAITS & TAGS

Traits
- Clinician
- Combat Reflexes
- **Connections:** Super Villains
- Extra Occupation
- Fearless
- First Aid
- Interrogation
- Leverage
- Weird

Tags
- Black Market Access
- Convict
- Public Identity
- Villainous

BIOGRAPHY

Real Name: Karla Sofen
Height: 5'11" **Weight:** 130 lbs.
Eyes: Blue **Hair:** Blond
Gender: Female **Size:** Average
Distinguishing Features: None
Occupation: Adventurer, Health Care Worker
Origin: Weird Science
Teams: Lethal Legion, Masters of Evil, Thunderbolts
Base: Mobile

History
As the former psychiatric assistant to the sinister Doctor Faustus (Johann Fennhoff), Karla Sofen has spent much of her life working in mental health institutions. While outwardly a fairly successful psychiatrist, Sofen was a deeply power-hungry person who secretly tormented her patients for her benefit and amusement.

Adrift following the imprisonment of her former mentor, Sofen sought power of her own. To that end, she maneuvered her way into working with the super villain Moonstone (Lloyd Bloch), whom she tormented into giving up the strange cosmic stone that granted him his powers. Taking the stone for herself, Sofen became the new Moonstone.

Sofen has served on several super-villain teams throughout her career under several different identities, often mimicking Carol Danvers. Sofen notably took the mantle of Captain Marvel for Norman Osborn's Dark Avengers and has served with several iterations of the Thunderbolts.

Personality
Although Sofen has from time to time been on the right side of the law, she is seldom known to have been on the right side of history. A sociopath and expert manipulator, she is a deeply amoral person who craves power and is as fearsome with her words as her fists. You can't trust anything that comes out of her mouth, but you can always bet on her to betray you when it serves her agenda.

POWERS

Basic
- Accuracy 1
- Disguise
- Flight 2
- Mighty 1
- Sturdy 1

Elemental Control (Energy)
- Elemental Blast
- Elemental Burst

Illusion
- Dazzle
- Flare
- Illumination

Phasing
- Phase Other
- Phase Self

Super-Strength
- Clobber
- Immovable
- Smash

MOONSTONE

Art by Woo-Chul Lee

RANK	KARMA
4	—

HEALTH	DAMAGE REDUCTION
90	-1

FOCUS	DAMAGE REDUCTION
120	—

SPEED
Run: 5
Climb: 3
Swim: 3
Jump: 3
Flight: 20

INITIATIVE MODIFIER +4

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
3 MELEE	13	+4
4 AGILITY	14	+5
3 RESILIENCE	13	+3
4 VIGILANCE	14	+4
4 EGO	14	+4
2 LOGIC	12	+2

DAMAGE

MELEE	MARVEL dMarvel	× 5 MULTIPLIER	+	3 ABILITY
AGILITY	MARVEL dMarvel	× 5 MULTIPLIER	+	4 ABILITY
EGO	MARVEL dMarvel	× 4 MULTIPLIER	+	4 ABILITY
LOGIC	MARVEL dMarvel	× 4 MULTIPLIER	+	2 ABILITY

TRAITS & TAGS

Traits
- Clinician
- Combat Reflexes
- **Connections:** Super Villains
- Extra Occupation
- Fearless
- First Aid
- Interrogation
- Leverage
- Weird

Tags
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- Public Identity
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POWERS

Basic
- Accuracy 1
- Disguise
- Flight 2
- Mighty 1
- Sturdy 1

Elemental Control (Energy)
- Elemental Blast
- Elemental Burst

Illusion
- Dazzle
- Flare
- Illumination

Phasing
- Phase Other
- Phase Self

Super-Strength
- Clobber
- Immovable
- Smash

MS. MARVEL (EARLY DAYS)

Art by Carmen Carnero & Tamra Bonvillain

RANK	KARMA
3	3

HEALTH	DAMAGE REDUCTION
90	-2

FOCUS	DAMAGE REDUCTION
120	—

SPEED
Run: 5
Climb: 3
Swim: 3
Jump: 3
Flight: 15

INITIATIVE MODIFIER +3E

ABILITIES

	ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
MELEE	4	14	+7
AGILITY	2	12	+3
RESILIENCE	3	13	+3
VIGILANCE	3	13	+3
EGO	1	11	+2
LOGIC	2	12	+2

DAMAGE

MELEE	dMarvel	× 6 MULTIPLIER	+	4 ABILITY
AGILITY	dMarvel	× 4 MULTIPLIER	+	2 ABILITY
EGO	dMarvel	× 4 MULTIPLIER	+	1 ABILITY
LOGIC	dMarvel	× 3 MULTIPLIER	+	2 ABILITY

TRAITS & TAGS

Traits
- Audience
- Battle Ready
- **Connections:** Military
- **Connections:** Sources
- Extra Occupation
- Fearless
- Piloting
- Pundit
- Situational Awareness

Tags
- Alien Heritage
- Authority
- **Enemy:** Magnitron (Yon-Rogg)
- Heroic
- **Linguist:** Arabic, English, Russian
- **Mentor:** Captain Mar-Vell
- Secret Identity (known to allies)

BIOGRAPHY

Real Name: Carol Danvers
Height: 5'11" **Weight:** 145 lbs.
Eyes: Blue **Hair:** Blond
Gender: Female **Size:** Average
Distinguishing Features: None
Occupation: Journalist, Military
Origin: Alien
Teams: Avengers, U.S. Air Force
Base: New York City

History
While serving as a pilot for the U.S. Air Force and NASA, Carol Danvers became involved with Captain Mar-Vell, a super-powered visitor from the Kree Empire, and was caught in an explosion that she thought gave her super-powers too. She later discovered that the blast activated the Kree DNA that she was unaware she'd inherited from her mother.

Danvers soon joined the Avengers, but left the team after temporarily losing her powers to Rogue. She later rejoined, and since then, she has served as the team's leader throughout many of its most turbulent periods.

Over the years, Danvers has struggled with fluctuating power levels, alcoholism, low self-confidence and identity crises of all kinds. After using the names Binary, Warbird and Ms. Marvel, Danvers finally settled into the identity of Captain Marvel, a name she took to honor her old mentor Mar-Vell, who had died of cancer.

This profile represents Danvers in the earliest days of her adventures, when Mar-Vell was still alive and she was known as Ms. Marvel. Back then, a combination of inexperience and partially inactive DNA left her capable of accessing only a meager fraction of her true powers. At the time, she spent her nights exploring her new abilities, and her days working under J. Jonah Jameson as a journalist for the *Daily Bugle* spin-off project *Woman Magazine*.

Personality
In the future, Danvers will be not only a strong-willed and pragmatic leader, but a mentor to younger heroes like the new Ms. Marvel (Kamala Khan) and the students of Avengers Academy. However, right now, she's just a rookie hero, still struggling to come to terms with her abilities. She cares for her friends deeply, but she's not always sure how to protect them, or even protect herself.

POWERS

Basic
- Accuracy 1
- Discipline 1
- Environmental Protection
- Flight 1
- Inspiration
- Mighty 3
- Sturdy 2

Ranged Weapons
- Suppressive Fire

Super-Strength
- Banging Heads
- Clobber

MS. MARVEL (EARLY DAYS)

Art by Carmen Carnero & Tamra Bonvillain

RANK	KARMA
3	3

HEALTH	DAMAGE REDUCTION
90	-2

FOCUS	DAMAGE REDUCTION
120	—

SPEED
Run: 5
Climb: 3
Swim: 3
Jump: 3
Flight: 15

INITIATIVE MODIFIER +3E

ABILITIES

	ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
MELEE	4	14	+7
AGILITY	2	12	+3
RESILIENCE	3	13	+3
VIGILANCE	3	13	+3
EGO	1	11	+2
LOGIC	2	12	+2

DAMAGE

MELEE	dMarvel	× 6 MULTIPLIER	+	4 ABILITY
AGILITY	dMarvel	× 4 MULTIPLIER	+	2 ABILITY
EGO	dMarvel	× 4 MULTIPLIER	+	1 ABILITY
LOGIC	dMarvel	× 3 MULTIPLIER	+	2 ABILITY

TRAITS & TAGS

Traits
- Audience
- Battle Ready
- **Connections:** Military
- **Connections:** Sources
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- Fearless
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- Pundit
- Situational Awareness

Tags
- Alien Heritage
- Authority
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POWERS

Basic
- Accuracy 1
- Discipline 1
- Environmental Protection
- Flight 1
- Inspiration
- Mighty 3
- Sturdy 2

Ranged Weapons
- Suppressive Fire

Super-Strength
- Banging Heads
- Clobber

ODIN

Art by Scot Eaton, Jaime Mendoza, Rick Ketcham & Frank D'Armata

RANK	KARMA
6	6

HEALTH	DAMAGE REDUCTION
180	-1

FOCUS	DAMAGE REDUCTION
270	-1

SPEED	INITIATIVE MODIFIER
Run: 5 **Climb:** 3 **Swim:** 3 **Jump:** 3	+9E

ABILITIES

	ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
MELEE	5	15	+7
AGILITY	4	14	+4
RESILIENCE	6	16	+6
VIGILANCE	9	19	+9
EGO	1	11	+1
LOGIC	5	15	+6

DAMAGE

MELEE	dMarvel	× 8 MULTIPLIER	+	5 ABILITY
AGILITY	dMarvel	× 6 MULTIPLIER	+	4 ABILITY
EGO	dMarvel	× 6 MULTIPLIER	+	1 ABILITY
LOGIC	dMarvel	× 7 MULTIPLIER	+	5 ABILITY

TRAITS & TAGS

Traits

- Abrasive
- **Connections:** Outsiders
- Enhanced Physique
- Extra Occupation
- Font of Information
- Fresh Eyes
- God Heritage
- Iron Will
- Presence
- Public Speaking
- Situational Awareness
- Stranger

Tags

- Authority
- Heroic
- Powerful
- Public Identity
- Sorcerous
- Supernatural
- Worshipped

BIOGRAPHY

Real Name: Odin Borson
Height: 6'9" **Weight:** 650 lbs.
Eyes: Blue **Hair:** Gray
Gender: Male **Size:** Big
Distinguishing Features: Missing right eye, covered with eyepatch
Occupation: Leader, Outsider
Origin: Mythic: Asgardian
Teams: Avengers (1,000,000 B.C.)
Base: Valhalla

History

Odin claims that, in his youth, he and his godly brothers defeated the massive frost giant Ymir and that from Ymir's body they fashioned all the ten realms, including the realm of the gods: Asgard. Some time later, one brother—Cul—turned on his siblings, and to beat him, Odin sacrificed his right eye to the world tree, Yggdrasil, which granted him vast wisdom. Following Cul's defeat, Odin's remaining brothers allowed him to claim the title of All-Father and to wield the associated All-Power, making him the ruler and patriarch over all the gods.

Over the subsequent millennia, Odin embarked on countless escapades. He rode with the Avengers of 1,000,000 B.C. on their missions to protect Earth from its earliest threats, and he had several children, such as the hero Thor and his adopted brother, Loki.

For untold eons, Odin stood as the uncontested leader of Asgard. Recently, however, a mysterious cosmic entity known as the God of Hammers possessed Thor's hammer and nearly laid waste to all of Asgard. To defeat the entity, Odin willingly passed on into Valhalla and relinquished the All-Power to Thor. Though Thor is now officially the All-Father, he still consults his father for advice.

Personality

Though death has taught him some degree of humility, Odin was notorious throughout his life for being a cold and stubborn ruler. He was an intelligent and benevolent king, but he hated to explain himself and often expected blind obedience from his subjects, even his children.

POWERS

Basic

- Brilliance 1
- Heightened Senses 1
- Inspiration
- Mighty 2
- Sturdy 1
- Uncanny 1

Elemental Control (Energy)

- Elemental Barrier
- Elemental Blast
- Elemental Burst
- Elemental Protection 2 (20 points to shatter)
- Elemental Sphere

Magic (Sorcery Set)

- Bolts of Balthakk
- Dispel Spell
- Summon Portal

Power Control

- Boost Powers
- Bump Power
- Copy Power
- Power Slider (Need) (represents the All-Power)

Tactics

- Battle Plan
- Keep Moving
- On Your Feet
- Rally on Me

Telepathy

- Animal Bond (ravens Huginn and Muninn)

ODIN

Art by Scot Eaton, Jaime Mendoza, Rick Ketcham & Frank D'Armata

RANK	KARMA
6	6

HEALTH	DAMAGE REDUCTION
180	-1

FOCUS	DAMAGE REDUCTION
270	-1

SPEED	INITIATIVE MODIFIER
Run: 5 **Climb:** 3 **Swim:** 3 **Jump:** 3	+9E

ABILITIES

	ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
MELEE	5	15	+7
AGILITY	4	14	+4
RESILIENCE	6	16	+6
VIGILANCE	9	19	+9
EGO	1	11	+1
LOGIC	5	15	+6

DAMAGE

MELEE	dMarvel	× 8 MULTIPLIER	+	5 ABILITY
AGILITY	dMarvel	× 6 MULTIPLIER	+	4 ABILITY
EGO	dMarvel	× 6 MULTIPLIER	+	1 ABILITY
LOGIC	dMarvel	× 7 MULTIPLIER	+	5 ABILITY

TRAITS & TAGS

Traits

- Abrasive
- **Connections:** Outsiders
- Enhanced Physique
- Extra Occupation
- Font of Information
- Fresh Eyes
- God Heritage
- Iron Will
- Presence
- Public Speaking
- Situational Awareness
- Stranger

Tags

- Authority
- Heroic
- Powerful
- Public Identity
- Sorcerous
- Supernatural
- Worshipped

BIOGRAPHY

Real Name: Odin Borson
Height: 6'9" **Weight:** 650 lbs.
Eyes: Blue **Hair:** Gray
Gender: Male **Size:** Big
Distinguishing Features: Missing right eye, covered with eyepatch
Occupation: Leader, Outsider
Origin: Mythic: Asgardian
Teams: Avengers (1,000,000 B.C.)
Base: Valhalla

History

Odin claims that, in his youth, he and his godly brothers defeated the massive frost giant Ymir and that from Ymir's body they fashioned all the ten realms, including the realm of the gods: Asgard. Some time later, one brother—Cul—turned on his siblings, and to beat him, Odin sacrificed his right eye to the world tree, Yggdrasil, which granted him vast wisdom. Following Cul's defeat, Odin's remaining brothers allowed him to claim the title of All-Father and to wield the associated All-Power, making him the ruler and patriarch over all the gods.

Over the subsequent millennia, Odin embarked on countless escapades. He rode with the Avengers of 1,000,000 B.C. on their missions to protect Earth from its earliest threats, and he had several children, such as the hero Thor and his adopted brother, Loki.

For untold eons, Odin stood as the uncontested leader of Asgard. Recently, however, a mysterious cosmic entity known as the God of Hammers possessed Thor's hammer and nearly laid waste to all of Asgard. To defeat the entity, Odin willingly passed on into Valhalla and relinquished the All-Power to Thor. Though Thor is now officially the All-Father, he still consults his father for advice.

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- Uncanny 1

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- Elemental Sphere

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- Dispel Spell
- Summon Portal

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- Boost Powers
- Bump Power
- Copy Power
- Power Slider (Need) (represents the All-Power)

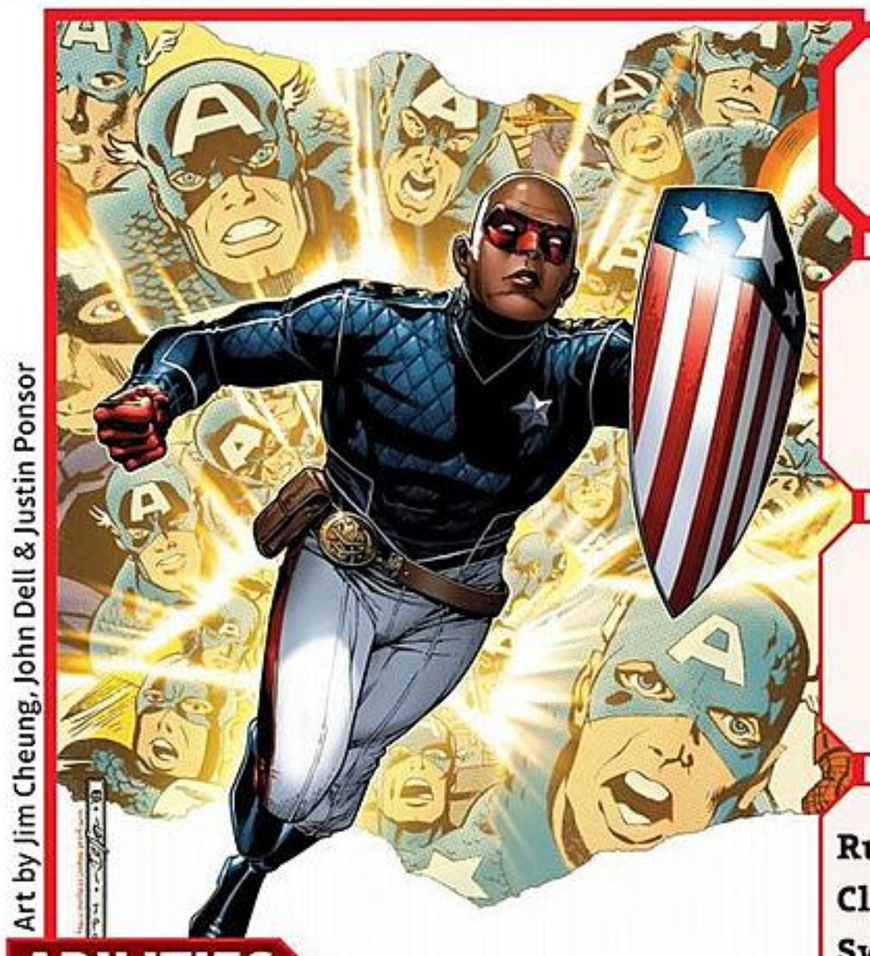
Tactics

- Battle Plan
- Keep Moving
- On Your Feet
- Rally on Me

Telepathy

- Animal Bond (ravens Huginn and Muninn)

PATRIOT



Art by Jim Cheung, John Dell & Justin Ponsor

RANK	KARMA
3	3

HEALTH	DAMAGE REDUCTION
60	-1

FOCUS	DAMAGE REDUCTION
120	—

SPEED
Run: 5
Climb: 3
Swim: 3
Jump: 3

INITIATIVE MODIFIER +3

ABILITIES

	ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
MELEE	4	14	+5
AGILITY	1	11	+1
RESILIENCE	2	12	+2
VIGILANCE	3	13	+3
EGO	3	13	+3
LOGIC	2	12	+2

DAMAGE

MELEE	MARVEL dMarvel	× 4 MULTIPLIER	+ 4	ABILITY
AGILITY	MARVEL dMarvel	× 3 MULTIPLIER	+ 1	ABILITY
EGO	MARVEL dMarvel	× 3 MULTIPLIER	+ 3	ABILITY
LOGIC	MARVEL dMarvel	× 3 MULTIPLIER	+ 2	ABILITY

TRAITS & TAGS

Traits
- Battle Ready
- Combat Expert
- **Connections:** Super Heroes
- Fearless
- Presence
- Weird

Tags
- Black Market Access
- Heroic
- Secret Identity
- **Signature Weapon:** Patriot's shield (acts as a regular shield)

BIOGRAPHY

Real Name: Elijah "Eli" Bradley
Height: 6'2" **Weight:** 205 lbs.
Eyes: Brown **Hair:** None
Gender: Male **Size:** Average
Distinguishing Features: None
Occupation: Adventurer
Origin: Weird Science
Teams: Young Avengers
Base: Mobile

History
In an attempt to re-create the Super-Soldier Serum that gave Captain America (Steve Rogers) his powers, the U.S. government subjected hundreds of Black soldiers to brutal experiments. Only one man—Isaiah Bradley—survived these experiments, and he immediately took the title of Captain America for himself and ran off to fight in World War II. Rather than reward Bradley for his heroism, the government imprisoned him for insubordination and struck his name from the history books.

Decades later, Bradley's grandson Elijah learned of his grandfather's legacy, and despite having no powers of his own, he became determined to live up to the legacy of the first Black Captain America. By using Mutant Growth Hormone, Elijah managed to simulate super-strength well enough to become not only a founding member, but the leader of the Young Avengers. His ruse was only discovered after he took a nearly lethal blow in battle, but thankfully, his grandfather stepped in at the last moment and gave him a life-saving blood transfusion, granting Elijah the powers he had wanted all along.

However, the shame for using MGH stuck with Patriot, and after a particularly devastating battle with Doctor Doom, he retired from the world of super heroes altogether. Elijah now spends most of his time doing quiet activist work, though other heroes like the new Patriot (Rayshaun Lucas) have occasionally convinced him to return to the field for a good cause.

Personality
Equal parts commanding and intelligent, Bradley makes for an excellent team leader. His abilities are tempered only by his own insecurities and the incessant pressure he puts on himself to be a perfect hero.

POWERS

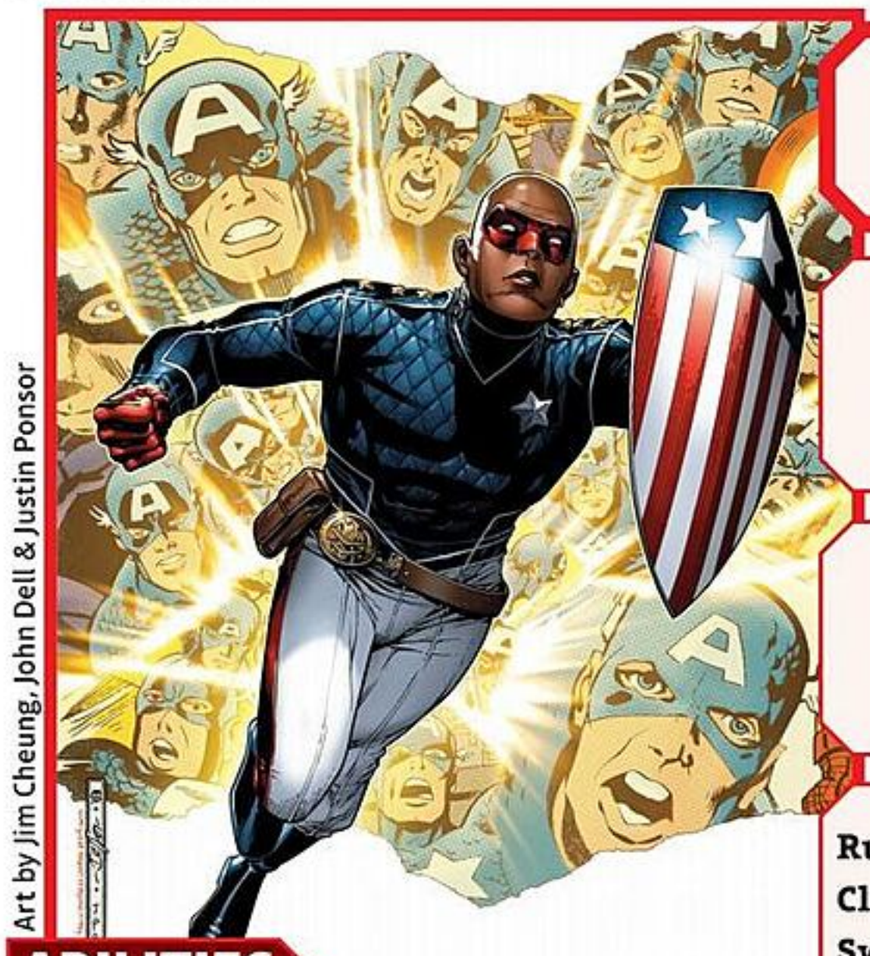
Basic
- Inspiration
- Mighty 1

Martial Arts
- Defense Stance
- Fast Strikes

Shield Bearer
- Brace for Impact
- Do This All Day
- Shield 1
- Shield Bash
- Shield Deflection

Tactics
- Battle Plan
- Hit the Dirt
- Keep Moving

PATRIOT



Art by Jim Cheung, John Dell & Justin Ponsor

RANK	KARMA
3	3

HEALTH	DAMAGE REDUCTION
60	-1

FOCUS	DAMAGE REDUCTION
120	—

SPEED
Run: 5
Climb: 3
Swim: 3
Jump: 3

INITIATIVE MODIFIER +3

ABILITIES

	ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
MELEE	4	14	+5
AGILITY	1	11	+1
RESILIENCE	2	12	+2
VIGILANCE	3	13	+3
EGO	3	13	+3
LOGIC	2	12	+2

DAMAGE

MELEE	MARVEL dMarvel	× 4 MULTIPLIER	+ 4	ABILITY
AGILITY	MARVEL dMarvel	× 3 MULTIPLIER	+ 1	ABILITY
EGO	MARVEL dMarvel	× 3 MULTIPLIER	+ 3	ABILITY
LOGIC	MARVEL dMarvel	× 3 MULTIPLIER	+ 2	ABILITY

TRAITS & TAGS

Traits
- Battle Ready
- Combat Expert
- **Connections:** Super Heroes
- Fearless
- Presence
- Weird

Tags
- Black Market Access
- Heroic
- Secret Identity
- **Signature Weapon:** Patriot's shield (acts as a regular shield)

BIOGRAPHY

Real Name: Elijah "Eli" Bradley
Height: 6'2" **Weight:** 205 lbs.
Eyes: Brown **Hair:** None
Gender: Male **Size:** Average
Distinguishing Features: None
Occupation: Adventurer
Origin: Weird Science
Teams: Young Avengers
Base: Mobile

History
In an attempt to re-create the Super-Soldier Serum that gave Captain America (Steve Rogers) his powers, the U.S. government subjected hundreds of Black soldiers to brutal experiments. Only one man—Isaiah Bradley—survived these experiments, and he immediately took the title of Captain America for himself and ran off to fight in World War II. Rather than reward Bradley for his heroism, the government imprisoned him for insubordination and struck his name from the history books.

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Equal parts commanding and intelligent, Bradley makes for an excellent team leader. His abilities are tempered only by his own insecurities and the incessant pressure he puts on himself to be a perfect hero.

POWERS

Basic
- Inspiration
- Mighty 1

Martial Arts
- Defense Stance
- Fast Strikes

Shield Bearer
- Brace for Impact
- Do This All Day
- Shield 1
- Shield Bash
- Shield Deflection

Tactics
- Battle Plan
- Hit the Dirt
- Keep Moving

PROXIMA MIDNIGHT

Art by InHyuk Lee

RANK	KARMA
5	—

HEALTH	DAMAGE REDUCTION
180	-2

FOCUS	DAMAGE REDUCTION
180	—

SPEED
Run: 6
Climb: 3
Swim: 3
Jump: 6

INITIATIVE MODIFIER +5E

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
6 MELEE	16	+8
5 AGILITY	15	+6
6 RESILIENCE	16	+6
5 VIGILANCE	15	+5
3 EGO	13	+3
2 LOGIC	12	+2

DAMAGE

MELEE	MARVEL dMarvel	× 7 MULTIPLIER	+ 6	ABILITY
AGILITY	MARVEL dMarvel	× 6 MULTIPLIER	+ 5	ABILITY
EGO	MARVEL dMarvel	× 5 MULTIPLIER	+ 3	ABILITY
LOGIC	MARVEL dMarvel	× 5 MULTIPLIER	+ 2	ABILITY

TRAITS & TAGS

Traits
- Battle Ready
- Combat Expert
- Combat Reflexes
- **Connections:** Military (Thanos' army)
- Fearless
- Iron Will
- Presence
- Situational Awareness
- Tech Reliance

Tags
- Alien Heritage
- Extreme Appearance
- Public Identity
- Villainous

BIOGRAPHY

Real Name: Proxima Midnight
Height: 6'5" **Weight:** 190 lbs.
Eyes: White **Hair:** Blue
Gender: Female **Size:** Average
Distinguishing Features: No irises, blue skin and hair
Occupation: Military
Origin: Alien
Teams: Black Order
Base: Mobile

History
Proxima Midnight and her husband, Corvus Glaive, were among Thanos' earliest followers, and to this day, they remain among his most beloved subjects. They were the first to join the Mad Titan's coveted inner circle—his Black Order—and it is they who have kept the Order running, even in the Titan's absence.

Midnight serves as the proverbial tip of the Black Order's spear. She is their battlefield commander and, more often than not, their functional leader. Her blade has tasted the blood of uncountable innocents, and her armies have sucked the life from entire planets.

Corvus Glaive is a masterful tactician, but his abilities in combat are limited. It would be nigh impossible for him, or Thanos, to execute their galaxy-conquering schemes without Midnight to lead the troops in battle.

Following Glaive's recent resurrection, Midnight rebuilt the Black Order into a group of rogue mass murderers for hire, but the team has since returned to Thanos' service.

Personality
Proxima Midnight is a military general through and through. Her speech is curt and formal, and when she moves in combat, she moves without mercy, slicing through her opponents with mathematical precision. As much as she enjoys battle, her face rarely wears any other expression than a scowl.

Despite her hard exterior, Midnight does have a soft spot for her husband. She has, at times, considered giving up the Black Order and settling down with Glaive.

POWERS

Basic
- Accuracy 1
- **Iconic Item:** Proxima Midnight's Spear
- Inspiration
- Mighty 2
- Sturdy 2

Melee Weapons (Sharp)
- Exploit
- Fast Attacks
- Focused Fury
- Furious Attacks
- Riposte
- Vicious Attack
- Whirling Frenzy

Super-Strength
- Clobber
- Crushing Grip
- Immovable
- Jump 1

Iconic Item
Proxima Midnight's Spear

Powers:
- Elemental Barrage (Energy)
- Elemental Blast (Energy)
- Elemental Burst (Energy)
- Elemental Grab (Energy)
- **Weapon:** Range: Reach + 1/10, Melee/Agility Damage Multiplier bonus: +1.

Restrictions:
- Carried
- Large

Power Value: 3

PROXIMA MIDNIGHT

Art by InHyuk Lee

RANK	KARMA
5	—

HEALTH	DAMAGE REDUCTION
180	-2

FOCUS	DAMAGE REDUCTION
180	—

SPEED
Run: 6
Climb: 3
Swim: 3
Jump: 6

INITIATIVE MODIFIER +5E

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
6 MELEE	16	+8
5 AGILITY	15	+6
6 RESILIENCE	16	+6
5 VIGILANCE	15	+5
3 EGO	13	+3
2 LOGIC	12	+2

DAMAGE

MELEE	MARVEL dMarvel	× 7 MULTIPLIER	+ 6	ABILITY
AGILITY	MARVEL dMarvel	× 6 MULTIPLIER	+ 5	ABILITY
EGO	MARVEL dMarvel	× 5 MULTIPLIER	+ 3	ABILITY
LOGIC	MARVEL dMarvel	× 5 MULTIPLIER	+ 2	ABILITY

TRAITS & TAGS

Traits
- Battle Ready
- Combat Expert
- Combat Reflexes
- **Connections:** Military (Thanos' army)
- Fearless
- Iron Will
- Presence
- Situational Awareness
- Tech Reliance

Tags
- Alien Heritage
- Extreme Appearance
- Public Identity
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Base: Mobile

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POWERS

Basic
- Accuracy 1
- **Iconic Item:** Proxima Midnight's Spear
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- Mighty 2
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Melee Weapons (Sharp)
- Exploit
- Fast Attacks
- Focused Fury
- Furious Attacks
- Riposte
- Vicious Attack
- Whirling Frenzy

Super-Strength
- Clobber
- Crushing Grip
- Immovable
- Jump 1

Iconic Item
Proxima Midnight's Spear

Powers:
- Elemental Barrage (Energy)
- Elemental Blast (Energy)
- Elemental Burst (Energy)
- Elemental Grab (Energy)
- **Weapon:** Range: Reach + 1/10, Melee/Agility Damage Multiplier bonus: +1.

Restrictions:
- Carried
- Large

Power Value: 3

QUAKE

Art by Jamal Campbell

RANK	KARMA
3	3

HEALTH	DAMAGE REDUCTION
60	—

FOCUS	DAMAGE REDUCTION
120	-1

SPEED	INITIATIVE MODIFIER
Run: 5 **Climb:** 3 **Swim:** 3 **Jump:** 3	+4

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
2 MELEE	12	+2
4 AGILITY	14	+5
2 RESILIENCE	12	+2
4 VIGILANCE	14	+4
1 EGO	11	+1
2 LOGIC	12	+2

DAMAGE

MELEE	MARVEL dMarvel	× 3 MULTIPLIER	+	2 ABILITY
AGILITY	MARVEL dMarvel	× 4 MULTIPLIER	+	4 ABILITY
EGO	MARVEL dMarvel	× 3 MULTIPLIER	+	1 ABILITY
LOGIC	MARVEL dMarvel	× 3 MULTIPLIER	+	2 ABILITY

TRAITS & TAGS

Traits

- Combat Reflexes
- **Connections:** Super Heroes
- Extra Occupation
- Extraordinary Origin
- Fearless
- Interrogation
- Investigation
- Weird

Tags

- Authority
- Backup
- Black Market Access
- Heroic
- Inhuman Genes
- Public Identity

BIOGRAPHY

Real Name: Daisy Louise Johnson (adopted as Cory Sutter)
Height: 5'4" **Weight:** 115 lbs.
Eyes: Brown **Hair:** Black
Gender: Female **Size:** Average
Distinguishing Features: None
Occupation: Adventurer, Law Enforcer
Origin: Inhuman, Weird Science
Teams: Avengers, S.H.I.E.L.D.

Base: Mobile

History

Decades ago, the mad geneticist Mister Hyde (Calvin Zabo) unknowingly sired a daughter with a small-time prostitute of Inhuman descent named Jennifer Johnson. The child, Daisy, was immediately put up for adoption and ultimately grew up into a relatively normal, albeit delinquent, kid.

Late in Daisy's teenage years, something inside her mutated Inhuman DNA suddenly and explosively activated, granting her the power to create massive seismic disturbances with little more than a thought. Unable to control her powers, she was soon taken into custody by Nick Fury Sr. of S.H.I.E.L.D., who offered to turn her into one of his top agents.

For a while, Johnson faithfully served S.H.I.E.L.D. as Fury's right hand, but eventually, both she and Fury were pushed out of the organization by Maria Hill. Left adrift, Johnson signed on with the Avengers under the codename Quake. She spent the next several years bouncing around various Avengers groups, S.H.I.E.L.D. and independent black-ops squads organized by Fury himself.

When Captain America (Steve Rogers) was put in charge of national security—taking over from Norman Osborn, who had dismantled S.H.I.E.L.D.—Rogers appointed Quake to head the organization's rebuilding efforts, briefly making her both the director of S.H.I.E.L.D. and an active Avenger. Maria Hill later staged a coup and threw Johnson out of the agency again, but she was soon allowed to return to the field as a regular agent. After S.H.I.E.L.D. was once again dissolved, Johnson dropped out of sight, and her whereabouts remain unknown.

Personality

Quake may have spent most of her adult life working for S.H.I.E.L.D., but she's never had any particular affection for the organization itself. Her loyalties lie, first and foremost, with her teammates and colleagues, particularly Nick Fury Sr.

POWERS

Basic

- Accuracy 1
- Uncanny 1

Elemental Control (Earth)

- Elemental Barrier
- Elemental Blast
- Elemental Burst
- Elemental Protection 1 (10 points to shatter)
- Elemental Push

Elemental Control (Sound)

- Elemental Blast
- Elemental Burst

Martial Arts

- Defense Stance

Ranged Weapons

- Snap Shooting
- Suppressive Fire

RADIOACTIVE MAN

Art by Tom Grummett & Gary Erskine

RANK	KARMA
4	—

HEALTH	DAMAGE REDUCTION
120	—

FOCUS	DAMAGE REDUCTION
210	—

SPEED
Run: 5
Climb: 3
Swim: 3
Jump: 3

INITIATIVE MODIFIER +6

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
2 MELEE	12	+2
1 AGILITY	11	+1
4 RESILIENCE	14	+4
6 VIGILANCE	16	+6
4 EGO	14	+5
3 LOGIC	13	+4

DAMAGE

MELEE	MARVEL dMarvel	× 4 MULTIPLIER	+	2 ABILITY
AGILITY	MARVEL dMarvel	× 4 MULTIPLIER	+	1 ABILITY
EGO	MARVEL dMarvel	× 5 MULTIPLIER	+	4 ABILITY
LOGIC	MARVEL dMarvel	× 5 MULTIPLIER	+	3 ABILITY

TRAITS & TAGS

Traits
- Battle Ready
- **Connections:** Super Villains
- Extra Occupation
- Fearless
- Glibness
- Inventor
- Presence
- Scientific Expertise
- Weird

Tags
- Black Market Access
- Extreme Appearance (can be temporarily suppressed)
- Lab Access
- Public Identity
- Radioactive
- Villainous

BIOGRAPHY

Real Name: Chen Lu
Height: 6'6" **Weight:** 290 lbs.
Eyes: Brown, white when glowing
Hair: None
Gender: Male **Size:** Average
Distinguishing Features: Often glows green
Occupation: Adventurer, Scientist
Origin: Weird Science
Teams: Lethal Legion, Masters of Evil, Thunderbolts
Base: Beijing

History
Chinese scientist Chen Lu was tasked with finding a way to defend China from the rising threat of superhumans. Experimenting with radiation, Chen managed to give himself powers, turning himself into the Radioactive Man.

In his debut, the Radioactive Man came to blows with Thor Odinson during a skirmish on the border of China and was roundly defeated. The humiliation spawned a deep hatred for the Thunder God within Chen, and he has made many attempts to destroy Thor since.

A founding member of the original Masters of Evil and one of the Avengers' oldest foes, Chen spent many years working as a villain for hire, often for his native government. At one point, China even lent him to the U.S.-based Thunderbolts. Unfortunately, his status as a walking, talking bomb makes him a considerable hazard to those around him, and he often makes people uneasy.

In recent days, Chen has taken a job with Roxxon, where he's working with several other villains to bring down Thor once and for all.

Personality
Chen has a certain swagger, as befits someone who intentionally created their own super-powers. A brilliant scientist in his own right and a beloved hero to his people, Chen is a devout patriot who detests anyone the Chinese government proclaims an enemy.

Although Chen's green skin and innate radiation often put those around him on edge, he tries to keep a sense of humor. He revels in the destructive capabilities of his powers and often is caught smiling in battle.

POWERS

Basic
- Brilliance 1
- Discipline 1
- Environmental Protection

Elemental Control (Energy)
- Elemental Barrage
- Elemental Barrier
- Elemental Blast
- Elemental Burst
- Elemental Grab
- Elemental Infusion
- Elemental Protection 3 (30 points to shatter)
- Elemental Push
- Elemental Reinforcement
- Supernova

Illusion
- Dazzle
- Flare
- Illumination

RADIOACTIVE MAN

Art by Tom Grummett & Gary Erskine

RANK	KARMA
4	—

HEALTH	DAMAGE REDUCTION
120	—

FOCUS	DAMAGE REDUCTION
210	—

SPEED
Run: 5
Climb: 3
Swim: 3
Jump: 3

INITIATIVE MODIFIER +6

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
2 MELEE	12	+2
1 AGILITY	11	+1
4 RESILIENCE	14	+4
6 VIGILANCE	16	+6
4 EGO	14	+5
3 LOGIC	13	+4

DAMAGE

MELEE	MARVEL dMarvel	× 4 MULTIPLIER	+	2 ABILITY
AGILITY	MARVEL dMarvel	× 4 MULTIPLIER	+	1 ABILITY
EGO	MARVEL dMarvel	× 5 MULTIPLIER	+	4 ABILITY
LOGIC	MARVEL dMarvel	× 5 MULTIPLIER	+	3 ABILITY

TRAITS & TAGS

Traits
- Battle Ready
- **Connections:** Super Villains
- Extra Occupation
- Fearless
- Glibness
- Inventor
- Presence
- Scientific Expertise
- Weird

Tags
- Black Market Access
- Extreme Appearance (can be temporarily suppressed)
- Lab Access
- Public Identity
- Radioactive
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Eyes: Brown, white when glowing
Hair: None
Gender: Male **Size:** Average
Distinguishing Features: Often glows green
Occupation: Adventurer, Scientist
Origin: Weird Science
Teams: Lethal Legion, Masters of Evil, Thunderbolts
Base: Beijing

History
Chinese scientist Chen Lu was tasked with finding a way to defend China from the rising threat of superhumans. Experimenting with radiation, Chen managed to give himself powers, turning himself into the Radioactive Man.

In his debut, the Radioactive Man came to blows with Thor Odinson during a skirmish on the border of China and was roundly defeated. The humiliation spawned a deep hatred for the Thunder God within Chen, and he has made many attempts to destroy Thor since.

A founding member of the original Masters of Evil and one of the Avengers' oldest foes, Chen spent many years working as a villain for hire, often for his native government. At one point, China even lent him to the U.S.-based Thunderbolts. Unfortunately, his status as a walking, talking bomb makes him a considerable hazard to those around him, and he often makes people uneasy.

In recent days, Chen has taken a job with Roxxon, where he's working with several other villains to bring down Thor once and for all.

Personality
Chen has a certain swagger, as befits someone who intentionally created their own super-powers. A brilliant scientist in his own right and a beloved hero to his people, Chen is a devout patriot who detests anyone the Chinese government proclaims an enemy.

Although Chen's green skin and innate radiation often put those around him on edge, he tries to keep a sense of humor. He revels in the destructive capabilities of his powers and often is caught smiling in battle.

POWERS

Basic
- Brilliance 1
- Discipline 1
- Environmental Protection

Elemental Control (Energy)
- Elemental Barrage
- Elemental Barrier
- Elemental Blast
- Elemental Burst
- Elemental Grab
- Elemental Infusion
- Elemental Protection 3 (30 points to shatter)
- Elemental Push
- Elemental Reinforcement
- Supernova

Illusion
- Dazzle
- Flare
- Illumination

RED HULK

Art by Ron Garney & Jason Keith

RANK **6**

KARMA **—**

HEALTH **270**

DAMAGE REDUCTION **-3**

FOCUS **150**

DAMAGE REDUCTION **—**

SPEED
Run: 6
Climb: 3
Swim: 3
Jump: 36

INITIATIVE MODIFIER **+4E**

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
9 MELEE	18	+13
3 AGILITY	12	+3
9 RESILIENCE	19	+9
4 VIGILANCE	14	+4
3 EGO	13	+3
2 LOGIC	12	+2

DAMAGE

MELEE	MARVEL dMarvel	× 10 MULTIPLIER	+	9 ABILITY
AGILITY	MARVEL dMarvel	× 6 MULTIPLIER	+	3 ABILITY
EGO	MARVEL dMarvel	× 6 MULTIPLIER	+	3 ABILITY
LOGIC	MARVEL dMarvel	× 6 MULTIPLIER	+	2 ABILITY

TRAITS & TAGS

Traits
- Battle Ready
- Big (Reach 2)
- Combat Expert
- **Connections:** Military (U.S. Air Force)
- Interrogation
- Leverage
- Piloting
- Presence
- Situational Awareness
- Weird

Tags
- Alternate Form ("Thunderbolt" Ross)
- Extreme Appearance (in Red Hulk form)
- Green Door
- **Immunity:** Gamma Radiation
- Public Identity
- Radioactive

BIOGRAPHY

Real Name: Thaddeus E. "Thunderbolt" Ross
Height: 6'1"/7' **Weight:** 245 lbs./1,200 lbs.
Eyes: Blue/yellow
Hair: White, formerly brown/black
Gender: Male **Size:** Average/big
Distinguishing Features: Red Hulk form with orange blood and dark fingernails
Occupation: Military
Origin: Weird Science: Gamma Mutate
Teams: Avengers, Thunderbolts
Base: Mobile

History
As the head of the army base where Bruce Banner first became the Hulk, General Thaddeus Ross made it his mission in life to take the green monstrosity down at any cost. Of course, that mission proved impossible, and as the years dragged on, the cost only rose. In his relentless pursuit of the Hulk, the general lost his military commission, his dignity and even his relationship with his daughter Betty who—despite everything—still loved Banner.

At the end of his rope, Ross made a fateful decision. If he could not beat the Hulk as a man, maybe he could beat him as a monster. With the help of several of the Hulk's greatest enemies, Ross stole and absorbed a portion of Banner's gamma power, transforming himself into the Red Hulk.

Even with power comparable to Banner's own, though, Ross simply couldn't keep the Hulk down. Gradually, he came to regret his transformation, and in an effort to redeem himself, he began working with many of the Hulk's own super-teams, including the Avengers. For a while, he even led his own incarnation of the Thunderbolts.

Though the Red Hulk's appearances in the field have been sporadic as of late, he remains dedicated to making the world a safer place—by any means necessary.

Personality
He's no longer an official member of the U.S. Air Force, but Ross is still a military man through and through. He is a proud patriot with unwavering respect for the chain of command, a man who treats every super-hero mission like a tactical military strike, never beginning a fight without multiple plans and backup plans in place.

POWERS

Basic
- Anger
- Energy Absorption (limited to incorporeal forms of damage: energy, radiation, cosmic rays, etc.)
- Healing Factor
- Inspiration
- Mighty 4
- Sturdy 3

Elemental Control (Fire)
- Elemental Blast
- Elemental Burst

Ranged Weapons
- Double Tap

Super-Strength
- Banging Heads
- Clobber
- Crushing Grip
- Ground-Shaking Stomp
- Immovable
- Jump 2
- Quick Toss
- Smash
- Unrelenting Smash

Tactics
- Battle Plan
- Focus Fire

RED HULK

Art by Ron Garney & Jason Keith

RANK **6**

KARMA **—**

HEALTH **270**

DAMAGE REDUCTION **-3**

FOCUS **150**

DAMAGE REDUCTION **—**

SPEED
Run: 6
Climb: 3
Swim: 3
Jump: 36

INITIATIVE MODIFIER **+4E**

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
9 MELEE	18	+13
3 AGILITY	12	+3
9 RESILIENCE	19	+9
4 VIGILANCE	14	+4
3 EGO	13	+3
2 LOGIC	12	+2

DAMAGE

MELEE	MARVEL dMarvel	× 10 MULTIPLIER	+	9 ABILITY
AGILITY	MARVEL dMarvel	× 6 MULTIPLIER	+	3 ABILITY
EGO	MARVEL dMarvel	× 6 MULTIPLIER	+	3 ABILITY
LOGIC	MARVEL dMarvel	× 6 MULTIPLIER	+	2 ABILITY

TRAITS & TAGS

Traits
- Battle Ready
- Big (Reach 2)
- Combat Expert
- **Connections:** Military (U.S. Air Force)
- Interrogation
- Leverage
- Piloting
- Presence
- Situational Awareness
- Weird

Tags
- Alternate Form ("Thunderbolt" Ross)
- Extreme Appearance (in Red Hulk form)
- Green Door
- **Immunity:** Gamma Radiation
- Public Identity
- Radioactive

BIOGRAPHY

Real Name: Thaddeus E. "Thunderbolt" Ross
Height: 6'1"/7' **Weight:** 245 lbs./1,200 lbs.
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Origin: Weird Science: Gamma Mutate
Teams: Avengers, Thunderbolts
Base: Mobile

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POWERS

Basic
- Anger
- Energy Absorption (limited to incorporeal forms of damage: energy, radiation, cosmic rays, etc.)
- Healing Factor
- Inspiration
- Mighty 4
- Sturdy 3

Elemental Control (Fire)
- Elemental Blast
- Elemental Burst

Ranged Weapons
- Double Tap

Super-Strength
- Banging Heads
- Clobber
- Crushing Grip
- Ground-Shaking Stomp
- Immovable
- Jump 2
- Quick Toss
- Smash
- Unrelenting Smash

Tactics
- Battle Plan
- Focus Fire

SCORPIO

Art by Keith Giffen, Klaus Janson & Dave Hunt

RANK	KARMA
3	—

HEALTH	DAMAGE REDUCTION
90	—

FOCUS	DAMAGE REDUCTION
150	—

SPEED
Run: 5
Climb: 3
Swim: 3
Jump: 3

INITIATIVE MODIFIER +5

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
2 MELEE	12	+2
3 AGILITY	13	+5
3 RESILIENCE	13	+3
5 VIGILANCE	15	+5
0 EGO	10	+0
2 LOGIC	12	+2

DAMAGE

MELEE	MARVEL dMarvel	× 3 MULTIPLIER	+	2 ABILITY
AGILITY	MARVEL dMarvel	× 5 MULTIPLIER	+	3 ABILITY
EGO	MARVEL dMarvel	× 3 MULTIPLIER	+	0 ABILITY
LOGIC	MARVEL dMarvel	× 3 MULTIPLIER	+	2 ABILITY

TRAITS & TAGS

Traits
- Abrasive
- Combat Expert
- Combat Reflexes
- **Connections:** Espionage
- Gearhead
- Leverage
- Tech Reliance

Tags
- A.I.
- Black Market Access
- Mental Health Conditions
- Secret Identity
- Villainous

BIOGRAPHY

Real Name: Jacob "Jake" Fury
Height: 5'10" **Weight:** 185 lbs.
Eyes: Blue **Hair:** Brown
Gender: Male **Size:** Average
Distinguishing Features: None
Occupation: Spy
Origin: High Tech: Android
Teams: Hydra, Zodiac
Base: Mobile

History

The younger brother of superspy Nick Fury Sr., Jake Fury is a World War II vet, Hell's Kitchen native and seasoned secret agent.

Following the war, Jake became a spymaster, and in 1961, he and Nick joined the Great Wheel of Zodiac. The original Zodiac was an anti-imperialist group composed of the best spymasters on the planet, who sought to protect the world from dangerous lost technology. During one mission, Jake imprinted himself on an ancient automaton, inadvertently creating the first Life-Model Decoy (LMD). In service to their own plans, the Fury brothers decided to keep the LMD a secret. Shortly afterward, the Zodiac collapsed, and Jake went underground, with his LMD taking his place in public.

Unfortunately, Jake's LMD was not a perfect copy. The LMD grew to hate the brothers and society at large and sought to destroy both. Using a weapon called the Zodiac Key and backed by a super-villain team modeled after the original Zodiac, the LMD launched several failed campaigns against his brother under the codename Scorpio, before eventually killing himself.

Now believed dead, the actual Jake remained undercover, eventually taking the place of a high-level Hydra agent known as the Kraken. Together, Jake and Nick orchestrated a war between Hydra and the secret Soviet spy group known as Leviathan that crippled both organizations.

This profile represents the Scorpio LMD at the height of its powers.

Personality

Whether his objective requires threatening a nun, pulling an old man off life support or brutally killing an enemy, Fury does the job without complaint. Brash and boastful, he can be just as hard-nosed and ruthless as his brother.

The Scorpio LMD is much the same as the real Jake Fury but with an added layer of instability and recklessness.

POWERS

Basic
- Accuracy 2
- Combat Trickery
- **Iconic Item:** The Zodiac Key
- Slow-Motion Dodge

Ranged Weapons
- Double Tap
- Slow-Motion Shoot-Dodge
- Snap Shooting
- Weapons Blazing

Iconic Item

The Zodiac Key

Powers:
- Elemental Barrage (Energy)
- Elemental Barrier (Energy)
- Elemental Blast (Energy)
- Elemental Burst (Energy)
- Elemental Protection 1 (Energy) (10 points to shatter)

Restrictions:
- Carried

Power Value: 4

SENTRY

Art by Bryan Hitch & Marcio Menyz

RANK	KARMA
6	6

HEALTH	DAMAGE REDUCTION
240	-4

FOCUS	DAMAGE REDUCTION
90	—

SPEED
Run: 6
Climb: 3
Swim: 3
Jump: 3
Flight: 36

INITIATIVE MODIFIER
+3E

ABILITIES

	ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
MELEE	9	19	+13
AGILITY	5	15	+5
RESILIENCE	8	18	+8
VIGILANCE	3	13	+3
EGO	1	11	+1
LOGIC	4	14	+5

DAMAGE

MELEE	MARVEL dMarvel	× 10 MULTIPLIER	+	9 ABILITY
AGILITY	MARVEL dMarvel	× 6 MULTIPLIER	+	5 ABILITY
EGO	MARVEL dMarvel	× 6 MULTIPLIER	+	1 ABILITY
LOGIC	MARVEL dMarvel	× 7 MULTIPLIER	+	4 ABILITY

TRAITS & TAGS

Traits
- **Connections:** Super Heroes
- Determination
- Enduring Constitution
- Fearless
- Font of Information
- Gearhead
- Inventor
- Situational Awareness
- Weird

Tags
- Alternate Form (Bob Reynolds)
- Black Market Access
- **Enemy:** The Void
- Heroic
- Mental Health Conditions
- Secret Identity (known to allies)

BIOGRAPHY

Real Name: Robert "Bob" Reynolds
Height: 6'/6'2" **Weight:** 194 lbs./200 lbs.
Eyes: Blue **Hair:** Blond
Gender: Male **Size:** Average
Distinguishing Features: None
Occupation: Adventurer
Origin: Weird Science
Teams: Dark Avengers, Mighty Avengers, New Avengers
Base: Mobile

History
In college, Bob Reynolds began to hear voices. Over time, they pushed him into drug abuse in an attempt to self-medicate. Looking for a new high, Reynolds broke into a local lab and drank a vial containing an experimental serum, granting himself incredible super-powers.

As the Sentry, Reynolds' powers are nearly unsurpassed, making him the last line of defense for Earth. However, due to his mental instability, he is also closely monitored by all manner of government agencies and the super-powered community. His greatest enemy is the Void—the manifestation of his own self-destructive impulses. The Sentry and the Void are two sides of the same coin, and at times, they have both separately and simultaneously controlled Reynolds' body.

After being killed in battle by Knull, Reynolds took his place in Valhalla, and the Sentry's power was split up among several people. It eventually consolidated in Solarus (Mallory Gibbs). This profile represents the Sentry when he was a member in good standing of the Avengers.

Personality
Reynolds' mental health burdens are more numerous and heavy than any one man—even with godlike abilities—could be expected to handle on his own. His friends help him manage, but unfortunately, his reliance on them makes his friends an easy target for manipulation by those looking to use the Sentry's powers for their own ends.

POWERS

Basic
- Brilliance 1
- Environmental Protection
- Flight 2
- Heightened Senses 1
- Mighty 4
- Sturdy 4

Elemental Control (Energy)
- Elemental Blast
- Elemental Burst

Illusion
- Illumination
- Invisibility

Power Control
- Bump Power
- Copy Power
- Power Slider (Confidence)

Super-Strength
- Clobber
- Immovable
- Smash

Telepathy
- Memory Blip
- Telepathic Link

Note: When killed, the Sentry becomes Bob (use the Average Civilian profile in the *Core Rulebook*), with 1 Health and 1 Focus. Bob can become the Sentry again when restored to full Health and Focus. When shattered, the Sentry becomes the Void, at full Health and Focus.

SERSI

Art by Lucio Parrillo

RANK	KARMA
5	5

HEALTH	DAMAGE REDUCTION
120	-2

FOCUS	DAMAGE REDUCTION
150	-2

SPEED
Run: 5
Climb: 3
Swim: 3
Jump: 3
Flight: 25

INITIATIVE MODIFIER +5

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
3 MELEE	13	+3
4 AGILITY	14	+4
4 RESILIENCE	14	+4
5 VIGILANCE	15	+5
6 EGO	16	+6
3 LOGIC	13	+3

DAMAGE

MELEE	MARVEL dMarvel	× 5 MULTIPLIER	+	3 ABILITY
AGILITY	MARVEL dMarvel	× 5 MULTIPLIER	+	4 ABILITY
EGO	MARVEL dMarvel	× 5 MULTIPLIER	+	6 ABILITY
LOGIC	MARVEL dMarvel	× 5 MULTIPLIER	+	3 ABILITY

TRAITS & TAGS

Traits
- Beguiling
- **Connections:** Super Heroes
- Dealmaker
- Fearless
- Glibness
- Iron Will
- Presence

Tags
- Black Market Access
- Eternally Immortal
- Heroic
- Mahd Wy'ry
- Public Identity

BIOGRAPHY

Real Name: Sersi
Height: 5'9" **Weight:** 140 lbs.
Eyes: Blue **Hair:** Black
Gender: Female **Size:** Average
Distinguishing Features: None
Occupation: Adventurer
Origin: Eternal
Teams: Avengers, Eternals
Base: Mobile

History
Long ago, mysterious cosmic beings known as Celestials visited Earth and experimented on the planet's proto-humans, transforming them into Deviants—unstable humanoids who inevitably degenerated into grotesque monsters. To curb this threat, the Celestials also created Eternals, a race of immortal superhumans genetically programmed to kill degenerated Deviants.

The Eternals have dealt with the ennui of their unusually long existences in different ways. For most of Sersi's existence, she kept her spirits up by hosting massive galas and indulging in all manner of debauchery to distract her from the slow march of time—and from her discovery that, every time an Eternal dies, Earth restores them by taking the life of a mortal.

Sersi only became involved in world affairs after two other Avengers-associated Eternals—Starfox and Gilgamesh—brought the super-team to one of her parties. Sersi made friends with the team's leaders, and after Gilgamesh was injured in battle, they invited her in as his replacement.

Though Sersi proved to be a strong Avenger, she eventually abandoned the team and returned to the Eternals. The Avengers later allied with the Eternals to fight the Progenitor: a rogue Celestial bent on ushering in Judgment Day. Moments before Earth was to be wiped out, Sersi broadcast the truth behind the Eternals' immortality to the entire planet. As a reward for this show of selflessness, the Progenitor spared Earth but permanently destroyed Sersi.

Personality
Hedonistic and self-absorbed by nature, it took countless centuries for Sersi to begin thinking about how to better the world rather than just how to distract herself from its horrors. Her final sacrifice proves that anyone can change, even Eternals.

POWERS

Basic
- Environmental Protection
- Flight 2
- Group Flight
- Inspiration
- Sturdy 2
- Uncanny 2

Elemental Control (Energy)
- Elemental Blast
- Elemental Burst

Telekinesis
- Telekinetic Manipulation

Telepathy
- Command
- Grand Mirage
- Mirage
- Telepathic Link
- Telepathic Network

Teleportation
- Blink
- Teleport 2
- Teleport Together

SHANG-CHI (WITH THE TEN RINGS)

Art by Jim Cheung & Jay David Ramos

RANK	KARMA
5	5

HEALTH	DAMAGE REDUCTION
120	—

FOCUS	DAMAGE REDUCTION
150	—

SPEED	INITIATIVE MODIFIER
Run: 6 **Climb:** 3 **Swim:** 3 **Jump:** 3 **Flight:** 30	+5E

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
7 MELEE	17	+7
5 AGILITY	15	+5
4 RESILIENCE	14	+4
5 VIGILANCE	15	+5
2 EGO	12	+2
2 LOGIC	12	+2

DAMAGE

MELEE	dMarvel	× 6 MULTIPLIER	+	7 ABILITY
AGILITY	dMarvel	× 6 MULTIPLIER	+	5 ABILITY
EGO	dMarvel	× 5 MULTIPLIER	+	2 ABILITY
LOGIC	dMarvel	× 5 MULTIPLIER	+	2 ABILITY

TRAITS & TAGS

Traits

- Combat Expert
- Combat Reflexes
- **Connections:** Espionage
- Determination
- Extraordinary Origin
- Free Running
- Glibness
- Leverage
- Magic Item Reliance
- Situational Awareness

Tags

- Black Market Access
- Heroic
- **Linguist:** Chinese (Cantonese, Mandarin and other dialects), English
- Public Identity
- Sorcerous
- Supernatural

BIOGRAPHY

Real Name: Zheng Shang-Chi
Height: 5'10" **Weight:** 175 lbs.
Eyes: Brown **Hair:** Black
Gender: Male **Size:** Average
Distinguishing Features: None
Occupation: Spy
Origin: Magic, Special Training
Teams: Agents of Atlas, Avengers, Five Weapons Society, Heroes for Hire, Protectors
Base: Chinatown, New York City

History

As the son of the criminal mastermind Zheng Zu, Shang-Chi—who believed his father to be a good man—was trained from an early age to become the ultimate martial artist. When sent on a mission to assassinate one of his father's enemies, Shang-Chi learned the truth and vowed to destroy his father's criminal empire instead.

After Zheng Zu's death, Shang-Chi inherited his father's position as the Supreme Commander of the Five Weapons Society. He also learned that his mother—Jiang Li—hailed from the pocket dimension Ta-Lo, and that her father—Chieftain Xin—wanted to destroy Shang-Chi's entire family and take possession of the mystical Ten Rings.

Thankfully, with some help from his mother, Shang-Chi managed to defeat Xin and harness the power of the Ten Rings for himself. In the years since, Shang-Chi has either given up or lost the rings many times, but this profile represents him at the height of his powers, armed with all Ten Rings.

Personality

Shang-Chi is a loyal friend and a determined leader who has worked hard to refute his father's criminal legacy. He regularly wrestles with the temptations of power, and it is only his determination not to follow in his father's footsteps that has kept him from being corrupted by items like the Ten Rings.

Despite all his troubles, Shang-Chi has always managed to maintain a light and friendly demeanor.

POWERS

Basic

- **Iconic Item:** The Ten Rings

Martial Arts

- Attack Stance
- Chain Strikes
- Counterstrike Technique
- Crushing Grip
- Defense Stance
- Fast Strikes
- Flying Double Kick
- Focused Strike
- Grappling Technique
- Leaping Leglock
- Leg Sweep
- Regain Focus
- Reverse-Momentum Throw
- Spin & Throw
- Unflappable Poise
- Untouchable Position

ICONIC ITEM

The Ten Rings

Powers:
- Crimson Bands of Cyttorak
- Elemental Burst (Energy)
- Flight 1
- Returns When Thrown
- Summon Portal
- **Weapon:** Range: Reach/10 spaces, Melee/Agility Damage Multiplier bonus: +1.

Restrictions:
- Worn

Power Value: 5

SHANG-CHI (WITH THE TEN RINGS)

Art by Jim Cheung & Jay David Ramos

RANK	KARMA
5	5

HEALTH	DAMAGE REDUCTION
120	—

FOCUS	DAMAGE REDUCTION
150	—

SPEED	INITIATIVE MODIFIER
Run: 6 **Climb:** 3 **Swim:** 3 **Jump:** 3 **Flight:** 30	+5E

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
7 MELEE	17	+7
5 AGILITY	15	+5
4 RESILIENCE	14	+4
5 VIGILANCE	15	+5
2 EGO	12	+2
2 LOGIC	12	+2

DAMAGE

MELEE	dMarvel	× 6 MULTIPLIER	+	7 ABILITY
AGILITY	dMarvel	× 6 MULTIPLIER	+	5 ABILITY
EGO	dMarvel	× 5 MULTIPLIER	+	2 ABILITY
LOGIC	dMarvel	× 5 MULTIPLIER	+	2 ABILITY

TRAITS & TAGS

Traits

- Combat Expert
- Combat Reflexes
- **Connections:** Espionage
- Determination
- Extraordinary Origin
- Free Running
- Glibness
- Leverage
- Magic Item Reliance
- Situational Awareness

Tags

- Black Market Access
- Heroic
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- Public Identity
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- Supernatural

BIOGRAPHY

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- **Iconic Item:** The Ten Rings

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- Chain Strikes
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- Focused Strike
- Grappling Technique
- Leaping Leglock
- Leg Sweep
- Regain Focus
- Reverse-Momentum Throw
- Spin & Throw
- Unflappable Poise
- Untouchable Position

ICONIC ITEM

The Ten Rings

Powers:
- Crimson Bands of Cyttorak
- Elemental Burst (Energy)
- Flight 1
- Returns When Thrown
- Summon Portal
- **Weapon:** Range: Reach/10 spaces, Melee/Agility Damage Multiplier bonus: +1.

Restrictions:
- Worn

Power Value: 5

SHROUD

Art by Manuel García, Sean Parsons & Ceci de la Cruz

RANK	KARMA
4	4

HEALTH	DAMAGE REDUCTION
90	—

FOCUS	DAMAGE REDUCTION
90	—

SPEED
Run: 6
Climb: 3
Swim: 3
Jump: 3

INITIATIVE MODIFIER +3

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
3 MELEE	13	+3
5 AGILITY	15	+5
3 RESILIENCE	13	+3
3 VIGILANCE	13	+3
2 EGO	12	+2
4 LOGIC	14	+4

DAMAGE

MELEE	MARVEL dMarvel	× 4 MULTIPLIER	+	3 ABILITY
AGILITY	MARVEL dMarvel	× 4 MULTIPLIER	+	5 ABILITY
EGO	MARVEL dMarvel	× 4 MULTIPLIER	+	2 ABILITY
LOGIC	MARVEL dMarvel	× 4 MULTIPLIER	+	4 ABILITY

TRAITS & TAGS

Traits
- Combat Expert
- **Connections:** Criminals
- **Connections:** Super Heroes
- Fearless
- Free Running
- Legal Eagle
- Sneaky

Tags
- Black Market Access
- Convict
- Extreme Appearance
- Heroic
- Mental Health Conditions
- Supernatural
- Vision Issues (blind; "sees" with ESP)

BIOGRAPHY

Real Name: Maximillian Quincy Coleridge
Height: 6'2" **Weight:** 220 lbs.
Eyes: Blue **Hair:** Blond
Gender: Male **Size:** Average
Distinguishing Features: Facial scar in shape of Kali
Occupation: Adventurer
Origin: Magic
Teams: Heroes for Hire, Secret Avengers
Base: New York City

History

As a child, Maximillian Coleridge was forced to watch helplessly as his parents were gunned down by a mugger. Resolving to fight crime for the rest of his life, Coleridge took to studying criminology and martial arts. Having heard rumors of the Cult of Kali's mastery of darkness and other strange abilities, he traveled to Nepal and sought them out. The cult trained him, taught him to worship their goddess and branded his face, blinding him.

When Coleridge recovered, he discovered he no longer needed his eyes to see and could access the Darkforce, granting him super-powers. He adopted the codename Shroud and, following a failed attempt to kill Doctor Doom, he took up residence in Los Angeles, pretending to be a villain. He briefly led a team called the Night Shift, composed of super villains he tricked into performing heroic acts, until he was eventually ousted.

After a brief stint in New York with Misty Knight's Heroes for Hire, Shroud fell into a depression and moved to San Francisco. Acting increasingly reckless, he attacked Daredevil (Matt Murdock) when the hero moved to San Francisco, but Shroud eventually helped him bring down the criminal empire of Kingpin (Wilson Fisk).

Searching for purpose, Coleridge briefly attempted to take the mantle of Moon Knight following Marc Spector's death, but Spector soon returned. Coleridge, in turn, went back to being Shroud.

Personality

Since the death of his parents, Coleridge has dedicated his life to fighting crime, and his mission has taken a toll on him. A once-lively man, Coleridge has grown more bitter and erratic over the years, deploying increasingly violent and sadistic methods against criminals. He tends to drift between various super-villain and super-hero teams, working with whomever he thinks can help him further his mission at any given moment.

POWERS

Basic
- Slow-Motion Dodge

Note: Shroud draws his Elemental Control (Energy) powers from the Darkforce dimension, so his blasts and bursts appear dark in color.

Elemental Control (Energy)
- Elemental Barrage
- Elemental Blast
- Elemental Burst
- Elemental Grab

Illusion
- Darkness
- Illumination

Martial Arts
- Banging Heads
- Chain Strikes
- Defense Stance
- Do This All Day
- Fast Strikes
- Flying Double Kick
- Leg Sweep

Telepathy
- ESP

SHROUD

Art by Manuel García, Sean Parsons & Ceci de la Cruz

RANK	KARMA
4	4

HEALTH	DAMAGE REDUCTION
90	—

FOCUS	DAMAGE REDUCTION
90	—

SPEED
Run: 6
Climb: 3
Swim: 3
Jump: 3

INITIATIVE MODIFIER +3

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
3 MELEE	13	+3
5 AGILITY	15	+5
3 RESILIENCE	13	+3
3 VIGILANCE	13	+3
2 EGO	12	+2
4 LOGIC	14	+4

DAMAGE

MELEE	MARVEL dMarvel	× 4 MULTIPLIER	+	3 ABILITY
AGILITY	MARVEL dMarvel	× 4 MULTIPLIER	+	5 ABILITY
EGO	MARVEL dMarvel	× 4 MULTIPLIER	+	2 ABILITY
LOGIC	MARVEL dMarvel	× 4 MULTIPLIER	+	4 ABILITY

TRAITS & TAGS

Traits
- Combat Expert
- **Connections:** Criminals
- **Connections:** Super Heroes
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Illusion
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- Illumination

Martial Arts
- Banging Heads
- Chain Strikes
- Defense Stance
- Do This All Day
- Fast Strikes
- Flying Double Kick
- Leg Sweep

Telepathy
- ESP

SIF

Art by Jorge Molina

RANK	KARMA
4	4

HEALTH	DAMAGE REDUCTION
120	-1

FOCUS	DAMAGE REDUCTION
240	—

SPEED	INITIATIVE MODIFIER
Run: 5 **Climb:** 3 **Swim:** 3 **Jump:** 3	+7E

ABILITIES

	ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
MELEE	5	15	+7
AGILITY	2	12	+2
RESILIENCE	4	14	+4
VIGILANCE	7	17	+7
EGO	4	14	+1
LOGIC	1	11	+1

DAMAGE

MELEE	MARVEL dMarvel	× 6 MULTIPLIER	+	5 ABILITY
AGILITY	MARVEL dMarvel	× 4 MULTIPLIER	+	2 ABILITY
EGO	MARVEL dMarvel	× 4 MULTIPLIER	+	4 ABILITY
LOGIC	MARVEL dMarvel	× 4 MULTIPLIER	+	1 ABILITY

TRAITS & TAGS

Traits

- Battle Ready
- Combat Reflexes
- **Connections:** Outsiders
- Enhanced Physique
- Fresh Eyes
- God Heritage
- Iron Will
- Magic Item Reliance
- Situational Awareness
- Stranger

Tags

- Heroic
- Public Identity
- Supernatural
- Worshipped

BIOGRAPHY

Real Name: Sif
Height: 6'2" **Weight:** 425 lbs.
Eyes: Blue **Hair:** Black, formerly blond
Gender: Female **Size:** Average
Distinguishing Features: None
Occupation: Outsider
Origin: Mythic: Asgardian
Teams: War Avengers
Base: Asgard

History

Sif and Thor grew up alongside each other, and they have been lovers on and off since they became adults. However, while Thor loves Sif, he also loves Earth, and Sif's first priorities have always been their home: Asgard.

For many years, Sif indulged Thor in his long sojourns away from Asgard, allowing him to go off and have whatever dalliances he pleased on Earth, then returning to her role as his stalwart lover and ally as soon as he returned. But after years of going back and forth in their relationship, the pair began to grow apart. Sif started to go on her own adventures and even take other lovers—most notably Beta Ray Bill.

Eventually, Thor and Sif both agreed that they would be better off remaining friends. Soon after that, Sif's brother Heimdall was killed by Bullseye, and Sif found a new role for herself in Asgard, filling her brother's shoes by acting as the guardian of the Rainbow Bridge.

Personality

Sif is a proud warrior woman, every bit as stalwart and noble as any of the heroic souls who walk Valhalla's halls. She could probably take Thor's place on the Avengers if necessary, but she prefers a somewhat quieter life.

POWERS

Basic

- Heightened Senses 2
- **Iconic Item:** Hofund
- Inspiration
- Mighty 2
- Sturdy 1
- Wisdom

Melee Weapons (Sharp)

- Exploit
- Fast Attacks
- Focused Fury
- Hit & Run
- Riposte
- Vicious Attack
- Whirling Frenzy

ICONIC ITEM

Hofund

Powers:
- Summon Portal
- **Weapon:** Range: Reach, Melee Damage Multiplier bonus +2.

Restrictions:
- Carried

Power Value: 1

SIF

Art by Jorge Molina

RANK	KARMA
4	4

HEALTH	DAMAGE REDUCTION
120	-1

FOCUS	DAMAGE REDUCTION
240	—

SPEED	INITIATIVE MODIFIER
Run: 5 **Climb:** 3 **Swim:** 3 **Jump:** 3	+7E

ABILITIES

	ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
MELEE	5	15	+7
AGILITY	2	12	+2
RESILIENCE	4	14	+4
VIGILANCE	7	17	+7
EGO	4	14	+1
LOGIC	1	11	+1

DAMAGE

MELEE	MARVEL dMarvel	× 6 MULTIPLIER	+	5 ABILITY
AGILITY	MARVEL dMarvel	× 4 MULTIPLIER	+	2 ABILITY
EGO	MARVEL dMarvel	× 4 MULTIPLIER	+	4 ABILITY
LOGIC	MARVEL dMarvel	× 4 MULTIPLIER	+	1 ABILITY

TRAITS & TAGS

Traits

- Battle Ready
- Combat Reflexes
- **Connections:** Outsiders
- Enhanced Physique
- Fresh Eyes
- God Heritage
- Iron Will
- Magic Item Reliance
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- Stranger

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- Public Identity
- Supernatural
- Worshipped

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Base: Asgard

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POWERS

Basic

- Heightened Senses 2
- **Iconic Item:** Hofund
- Inspiration
- Mighty 2
- Sturdy 1
- Wisdom

Melee Weapons (Sharp)

- Exploit
- Fast Attacks
- Focused Fury
- Hit & Run
- Riposte
- Vicious Attack
- Whirling Frenzy

ICONIC ITEM

Hofund

Powers:
- Summon Portal
- **Weapon:** Range: Reach, Melee Damage Multiplier bonus +2.

Restrictions:
- Carried

Power Value: 1

SPEED

Art by Lorenzo Tammetta & Frank William

RANK	KARMA
3	3

HEALTH	DAMAGE REDUCTION
60	—

FOCUS	DAMAGE REDUCTION
90	—

SPEED	INITIATIVE MODIFIER
Run: 18 **Climb:** 9 **Swim:** 9 **Jump:** 9	+3

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
2 MELEE	15	+3
5 AGILITY	15	+5
2 RESILIENCE	12	+2
3 VIGILANCE	13	+3
2 EGO	12	+2
1 LOGIC	11	+1

DAMAGE

MELEE	MARVEL dMarvel	× 4 MULTIPLIER	+	2 ABILITY
AGILITY	MARVEL dMarvel	× 3 MULTIPLIER	+	5 ABILITY
EGO	MARVEL dMarvel	× 3 MULTIPLIER	+	2 ABILITY
LOGIC	MARVEL dMarvel	× 3 MULTIPLIER	+	1 ABILITY

TRAITS & TAGS

Traits

- Combat Reflexes
- **Connections:** Super Heroes
- Fearless
- Loner
- Quick Learner
- Surprising Power (2) (Lightning Actions, Molecular Destabilization)

Tags

- Black Market Access
- Convict
- Heroic
- Hounded
- Public Identity
- X-Gene

BIOGRAPHY

Real Name: Thomas "Tommy" Shepherd
Height: 5'8" **Weight:** 155 lbs.
Eyes: Green **Hair:** White
Gender: Male **Size:** Average
Distinguishing Features: None
Occupation: Adventurer
Origin: Mutant
Teams: Young Avengers
Base: Mobile

History

Unable to conceive children naturally with her husband (the Vision), the Scarlet Witch unconsciously stole two fragments of Mephisto's demonic essence and transmogrified them into living children: a pair of twins named William and Thomas Maximoff. Some time later, Mephisto discovered the theft and had the children killed, but despite his best efforts, their souls continued to elude his grasp. Eventually, they were sent back in time and reincarnated as William Kaplan and Thomas Shepherd.

As part of a happy, well-off family, Kaplan had a relatively easy time coming to terms with his powers, becoming the hero known as Wiccan, and helping to form the Young Avengers. Shepherd, on the other hand, struggled and spent his early teens lashing out at others.

As part of one of their first missions, the Young Avengers freed Shepherd from a juvenile detention center for super-powered teens. After realizing that they looked nearly identical, it didn't take long for Shepherd and Kaplan to piece together their origins.

For a while, the boys worked together to protect the world with the Young Avengers. However, Kaplan eventually left the team to elope with Hulkling and join him in overseeing the new Kree/Skrull Alliance. Shepherd similarly ran off to Krakoa with his boyfriend Prodigy, but the pair lost track of each other during the island-nation's fall.

Personality

Compared to his sensitive and insecure brother, Speed often comes across as an unfeeling and overconfident problem child. But for all his tough-guy bluster, Shepherd does care about people, particularly his teammates. He just has trouble opening up to others, even his friends.

POWERS

Basic

- Evasion
- Mighty 1
- Slow-Motion Dodge

Super-Speed

- Blazing-Fast Fists
- Blur
- Catch Bullets
- Lightning Actions
- Molecular Destabilization
- Run on Water
- Speed Blast
- Speed Run 2

STARFOX

Art by Daniele Di Nicuolo & Frank William

RANK	KARMA
5	5

HEALTH	DAMAGE REDUCTION
90	-2

FOCUS	DAMAGE REDUCTION
150	-2

SPEED
Run: 5
Climb: 3
Swim: 3
Jump: 3
Flight: 25

INITIATIVE MODIFIER +5

ABILITIES

	ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
MELEE	3	13	+4
AGILITY	3	13	+4
RESILIENCE	3	13	+3
VIGILANCE	5	15	+4
EGO	7	17	+7
LOGIC	4	14	+6

DAMAGE

MELEE	MARVEL dMarvel	× 6 MULTIPLIER	+	3 ABILITY
AGILITY	MARVEL dMarvel	× 6 MULTIPLIER	+	3 ABILITY
EGO	MARVEL dMarvel	× 5 MULTIPLIER	+	7 ABILITY
LOGIC	MARVEL dMarvel	× 7 MULTIPLIER	+	4 ABILITY

TRAITS & TAGS

Traits
- Beguiling
- **Connections:** Super Heroes
- Fearless
- Glibness
- Iron Will
- Presence
- Public Speaking

Tags
- Black Market Access
- Eternally Immortal
- Heroic
- Mahd Wy'ry
- Public Identity

BIOGRAPHY

Real Name: Eros
Height: 6'1" **Weight:** 190 lbs.
Eyes: Blue **Hair:** Red
Gender: Male **Size:** Average
Distinguishing Features: None
Occupation: Adventurer
Origin: Eternal
Teams: Avengers, Eternals
Base: Mobile

History
The Celestials never intended for there to be more than one hundred Eternals, and they intentionally locked off the system of rebirth from all Eternal progeny. In defiance, two Eternals—A'Lars and Sui-San—sought to give birth to new Eternals. Their first attempt, Thanos, was a disastrous failure. Their second was Eros.

Eros was a true Eternal and in almost every way his older brother's opposite—as obsessed with spreading love and joy as Thanos was with spreading death. He fought alongside the Avengers in their quest to defeat Thanos, and he later joined the team under the codename Starfox. Though his time with the Avengers was short-lived, he served the organization faithfully and even helped introduce other Eternals like Sersi into their ranks.

Starfox eventually left the Avengers to explore the universe and reconnect with his extended family, but he has continued to come to the team's aid during times of major crisis—especially when those crises involve Thanos.

Personality
Starfox numbers among the most flamboyant, eccentric and relentlessly cheery people in the known galaxy. When he's not actively adventuring, he spends his time partying hard and hitting on anything that moves. Though he'd be loath to violate anyone's boundaries, he is determined to spread love and peace everywhere he goes.

POWERS

Basic
- Accuracy 1
- Brilliance 2
- Environmental Protection
- Flight 2
- Group Flight
- Mighty 1
- Sturdy 2
- Uncanny 2

Elemental Control (Energy)
- Elemental Blast
- Elemental Burst

Telekinesis
- Telekinetic Manipulation

Telepathy
- Command
- Grand Mirage
- Mind Reading
- Mirage
- Telepathic Blast
- Telepathic Link
- Telepathic Network

STARFOX

Art by Daniele Di Nicuolo & Frank William

RANK	KARMA
5	5

HEALTH	DAMAGE REDUCTION
90	-2

FOCUS	DAMAGE REDUCTION
150	-2

SPEED
Run: 5
Climb: 3
Swim: 3
Jump: 3
Flight: 25

INITIATIVE MODIFIER +5

ABILITIES

	ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
MELEE	3	13	+4
AGILITY	3	13	+4
RESILIENCE	3	13	+3
VIGILANCE	5	15	+4
EGO	7	17	+7
LOGIC	4	14	+6

DAMAGE

MELEE	MARVEL dMarvel	× 6 MULTIPLIER	+	3 ABILITY
AGILITY	MARVEL dMarvel	× 6 MULTIPLIER	+	3 ABILITY
EGO	MARVEL dMarvel	× 5 MULTIPLIER	+	7 ABILITY
LOGIC	MARVEL dMarvel	× 7 MULTIPLIER	+	4 ABILITY

TRAITS & TAGS

Traits
- Beguiling
- **Connections:** Super Heroes
- Fearless
- Glibness
- Iron Will
- Presence
- Public Speaking

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- Eternally Immortal
- Heroic
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Basic
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- Flight 2
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- Elemental Blast
- Elemental Burst

Telekinesis
- Telekinetic Manipulation

Telepathy
- Command
- Grand Mirage
- Mind Reading
- Mirage
- Telepathic Blast
- Telepathic Link
- Telepathic Network

STINGER

Art by Annapaola Martello & Jordan Boyd

RANK	KARMA
3	3

HEALTH	DAMAGE REDUCTION
60	—

FOCUS	DAMAGE REDUCTION
90	—

SPEED
Run: 5
Climb: 3
Swim: 3
Jump: 3
Flight: 15

INITIATIVE MODIFIER +3

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
2 MELEE	12	+2
3 AGILITY	13	+3
2 RESILIENCE	12	+2
3 VIGILANCE	13	+3
3 EGO	13	+3
2 LOGIC	12	+2

DAMAGE

MELEE	dMarvel × 3 MULTIPLIER	+	2 ABILITY
AGILITY	dMarvel × 3 MULTIPLIER	+	3 ABILITY
EGO	dMarvel × 3 MULTIPLIER	+	3 ABILITY
LOGIC	dMarvel × 3 MULTIPLIER	+	2 ABILITY

TRAITS & TAGS

Traits
- Combat Reflexes
- Glibness
- Quick Learner
- Skeptical
- Tech Reliance

Tags
- Heroic
- **Mentor:** Ant-Man (Scott Lang)
- **Obligation:** School
- Secret Identity (known to allies)
- Young

BIOGRAPHY

Real Name: Cassandra "Cassie" Lang
Height: Varies, normally 5'4"
Weight: Varies, normally 106 lbs.
Eyes: Blue **Hair:** Blond
Gender: Female **Size:** Average
Distinguishing Features: None
Occupation: Student
Origin: High Tech: Pym Particles
Teams: Young Avengers
Base: New York City

History

Cassie Lang was born with a rare heart defect, and to treat it, her father, Scott, stole Hank Pym's Ant-Man technology. Pym could have had Scott imprisoned, but out of admiration for the man's noble cause, Pym ultimately allowed Scott to keep the tech and become the new Ant-Man.

Cassie grew up admiring her father's heroism and secretly took small doses of Pym Particles throughout her youth, just in case she was ever called into battle. However, she never seriously considered donning an Ant-Man suit herself—at least not until Scott was seemingly killed by the explosion of the undead corpse of his radioactive teammate, Jack of Hearts.

Determined to carry on in her father's stead, Cassie threw on Scott's old suit and joined the Young Avengers as Stature. Her teammate, Iron Lad, developed a crush on her, and in an attempt to win her love, he helped the team travel back in time and rescue Scott. Unfortunately, Cassie couldn't enjoy her father's return, as she was killed by Doctor Doom immediately thereafter.

Years later, during a brief period of remorse, Doom brought Cassie back to life. She quickly returned to adventuring under a new title—Stinger—and to keep her safe, Scott reluctantly took her on as his apprentice.

Personality

Cassie Lang loves and admires her father, but she's also a somewhat insecure young woman looking for acceptance among her peers, and that often makes his presence embarrassing. She's happy to work with him on his adventures, but she's adamant about keeping him far away from her social life.

POWERS

Basic
- Flight 1

Elemental Control (Energy)
- Elemental Blast
- Elemental Burst

Resize
- Grow 2
- Resize Object
- Shrink 4
- Shrinking Dodge

Telepathy
- Animal Communication (insects)

SUPERGIANT

Art by InHyuk Lee

RANK	KARMA
5	—

HEALTH	DAMAGE REDUCTION
90	—

FOCUS	DAMAGE REDUCTION
210	-2

SPEED
Run: 5
Climb: 3
Swim: 3
Jump: 3
Levitation: 5

INITIATIVE MODIFIER
+6E

ABILITIES

	ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
MELEE	1	11	+1
AGILITY	3	13	+3
RESILIENCE	3	13	+3
VIGILANCE	6	16	+6
EGO	4	14	+4
LOGIC	8	18	+12

DAMAGE

MELEE	dMarvel	× 5	MULTIPLIER	+ 1	ABILITY
AGILITY	dMarvel	× 5	MULTIPLIER	+ 3	ABILITY
EGO	dMarvel	× 5	MULTIPLIER	+ 4	ABILITY
LOGIC	dMarvel	× 9	MULTIPLIER	+ 8	ABILITY

TRAITS & TAGS

Traits
- Battle Ready
- Bloodthirsty
- Combat Reflexes
- **Connections:** Military
- Fearless
- Interrogation
- Leverage
- Situational Awareness

Tags
- Alien Heritage
- Extreme Appearance
- Public Identity
- Villainous

BIOGRAPHY

Real Name: Supergiant
Height: 6'3" **Weight:** 215 lbs.
Eyes: Yellow **Hair:** None
Gender: Female **Size:** Average
Distinguishing Features: Blue skin with black markings, angular facial features, no visible ears
Occupation: Military
Origin: Alien
Teams: Black Order
Base: Mobile

History

Supergiant claims to have first met Thanos in her childhood, back when she was living in an orphanage for severely traumatized children. After witnessing the Mad Titan expertly butcher one of his own children, Supergiant begged him to grant her the honor of a similar death. Thanos agreed, on the condition that she help him kill all his other children first.

For a time, Supergiant served Thanos faithfully as a member of the Black Order, but after many frustrating years of waiting patiently for death, she decided to take matters into her own hands. During Thanos' first invasion of Earth, she stole the codes to a powerful antimatter bomb and set it to blow, hoping to kill Thanos, his son Thane and herself all at once.

Thankfully, the Inhuman dog Lockjaw managed to teleport both her and the bomb to an uninhabited area at the last second, ensuring that she would be the only casualty of the blast.

Sadly, death refused to take Supergiant, and she soon returned to life, first as a psychic ghost and later in a physical body. Alive again, she rejoined the Black Order and returned to Thanos' service.

Personality

Though some other members of the Black Order have limited psychic abilities, Supergiant is the team's dedicated psychic soldier. Described at times as a "psychic leech," she is capable of not only manipulating her opponents' minds, but consuming and replacing them entirely.

However, unlike many psychics, Supergiant is not particularly willful or egotistical. She speaks softly, with a wistfulness that betrays her longing for oblivion. At times, she acts less like her own person and more like a psychic extension of Thanos.

POWERS

Basic
- Brilliance 4
- Uncanny 2

Telekinesis
- Levitation

Telepathy
- Astral Form
- Borrow Senses
- Command
- Domination
- ESP
- Grand Mirage
- Information Upload
- Mental Shelter
- Mind Interrogation
- Mind Reading
- Mirage
- Orders
- Telepathic Blast
- Telepathic Link
- Telepathic Network
- Telepathic Possession

SUPERGIANT

Art by InHyuk Lee

RANK	KARMA
5	—

HEALTH	DAMAGE REDUCTION
90	—

FOCUS	DAMAGE REDUCTION
210	-2

SPEED
Run: 5
Climb: 3
Swim: 3
Jump: 3
Levitation: 5

INITIATIVE MODIFIER
+6E

ABILITIES

	ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
MELEE	1	11	+1
AGILITY	3	13	+3
RESILIENCE	3	13	+3
VIGILANCE	6	16	+6
EGO	4	14	+4
LOGIC	8	18	+12

DAMAGE

MELEE	dMarvel	× 5	MULTIPLIER	+ 1	ABILITY
AGILITY	dMarvel	× 5	MULTIPLIER	+ 3	ABILITY
EGO	dMarvel	× 5	MULTIPLIER	+ 4	ABILITY
LOGIC	dMarvel	× 9	MULTIPLIER	+ 8	ABILITY

TRAITS & TAGS

Traits
- Battle Ready
- Bloodthirsty
- Combat Reflexes
- **Connections:** Military
- Fearless
- Interrogation
- Leverage
- Situational Awareness

Tags
- Alien Heritage
- Extreme Appearance
- Public Identity
- Villainous

BIOGRAPHY

Real Name: Supergiant
Height: 6'3" **Weight:** 215 lbs.
Eyes: Yellow **Hair:** None
Gender: Female **Size:** Average
Distinguishing Features: Blue skin with black markings, angular facial features, no visible ears
Occupation: Military
Origin: Alien
Teams: Black Order
Base: Mobile

History

Supergiant claims to have first met Thanos in her childhood, back when she was living in an orphanage for severely traumatized children. After witnessing the Mad Titan expertly butcher one of his own children, Supergiant begged him to grant her the honor of a similar death. Thanos agreed, on the condition that she help him kill all his other children first.

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POWERS

Basic
- Brilliance 4
- Uncanny 2

Telekinesis
- Levitation

Telepathy
- Astral Form
- Borrow Senses
- Command
- Domination
- ESP
- Grand Mirage
- Information Upload
- Mental Shelter
- Mind Interrogation
- Mind Reading
- Mirage
- Orders
- Telepathic Blast
- Telepathic Link
- Telepathic Network
- Telepathic Possession

SWORDSMAN

Art by Tom Grummett, Cory Hamscher & Andy Troy

RANK	KARMA
3	3

HEALTH	DAMAGE REDUCTION
60	—

FOCUS	DAMAGE REDUCTION
90	—

SPEED
Run: 5
Climb: 3
Swim: 3
Jump: 3

INITIATIVE MODIFIER +3

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
4 MELEE	14	+4
4 AGILITY	14	+4
2 RESILIENCE	12	+2
3 VIGILANCE	13	+3
2 EGO	12	+2
0 LOGIC	10	+0

DAMAGE

MELEE	MARVEL dMarvel	× 5 MULTIPLIER	+	4 ABILITY
AGILITY	MARVEL dMarvel	× 3 MULTIPLIER	+	4 ABILITY
EGO	MARVEL dMarvel	× 3 MULTIPLIER	+	2 ABILITY
LOGIC	MARVEL dMarvel	× 3 MULTIPLIER	+	0 ABILITY

TRAITS & TAGS

Traits
- Combat Expert
- Combat Reflexes
- **Connections:** Super Heroes
- Determination
- Extra Occupation
- Extraordinary Origin
- Famous
- Fearless
- Glibness
- Magic Item Reliance
- Presence
- Public Speaking

Tags
- Black Market Access
- Heroic
- Public Identity
- Sorcerous
- Supernatural

BIOGRAPHY

Real Name: Jacques Duquesne
Height: 6'4" **Weight:** 250 lbs.
Eyes: Blue **Hair:** Black
Gender: Male **Size:** Average
Distinguishing Features: None
Occupation: Adventurer, Entertainer
Origin: Magic, Special Training
Teams: Avengers, Legion of the Unliving, Lethal Legion
Base: Mobile

History

Jacques Duquesne mentored Hawkeye (Clint Barton) back when Clint worked at a circus with his older brother, Barney. The old weapons expert taught Clint everything he ever needed to know about combat, and Clint idolized him—until he caught Duquesne stealing money from the circus to pay off his gambling debts.

The pair fought, and Duquesne disappeared. The Swordsman spent the next several years traveling the world—working as a thief and a sword for hire—before eventually returning to the United States and attempting to weasel his way into his old ward's new group: the Avengers.

The team quickly uncovered the Swordsman's impure intentions and kicked him out, but after fighting with the Avengers a few more times, Duquesne fell in love with an alien bartender named Mantis and realized that he actually did want to turn over a new leaf. With Mantis' support, he joined the Avengers for real and helped them protect the world from the likes of the Mandarin and the Enchantress. Sadly, his time with the team was cut short when he died protecting Mantis from Kang.

Though the Swordsman has been resurrected a couple of times since, these returns have been short-lived. Not long after the Swordsman's original death, an elder of the alien Cotati possessed his body and claimed his memories, becoming a plant-based version of the man.

Personality

Though certainly selfish and self-destructive, the Swordsman was never a complete monster, even at the height of his villainous activities. The fact that he looked out for the Barton brothers as boys shows that he always had a decent heart buried somewhere beneath his swaggering, devil-may-care exterior.

POWERS

Basic
- Combat Trickery
- **Iconic Item:** Swordsman's Sword

Melee Weapons (Sharp)
- Exploit
- Fast Attacks
- Furious Attacks
- Hit & Run
- Riposte
- Vicious Attack
- Whirling Frenzy

ICONIC ITEM

Swordsman's Sword

Powers:
- Bolts of Balthakk
- Flames of the Faltine
- Mists of Morpheus
- **Weapon:** Range: Reach, Melee Damage Multiplier bonus: +2.

Restrictions:
- Carried

Power Value: 3

TEEN IMMORTUS

Art by Bailie Rosenlund & KJ Diaz

RANK	KARMA
3	3

HEALTH	DAMAGE REDUCTION
60	-1

FOCUS	DAMAGE REDUCTION
120	—

SPEED	INITIATIVE MODIFIER
Run: 5 **Climb:** 3 **Swim:** 3 **Jump:** 3 **Flight:** 15	+4

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
1 MELEE	11	+2
2 AGILITY	12	+3
2 RESILIENCE	12	+2
4 VIGILANCE	14	+4
2 EGO	12	+2
4 LOGIC	14	+5

DAMAGE

	dMarvel	× MULTIPLIER	+ ABILITY
MELEE	MARVEL	× 4	+ 1
AGILITY	MARVEL	× 4	+ 2
EGO	MARVEL	× 3	+ 2
LOGIC	MARVEL	× 4	+ 4

TRAITS & TAGS

Traits

- **Connections:** Outsiders
- Fresh Eyes
- Gearhead
- Quick Learner
- Scientific Expertise
- Stranger
- Tech Reliance

Tags

- Extreme Appearance (in battle suit)
- Heroic
- Lab Access
- Public Identity

BIOGRAPHY

Real Name: Nathaniel Richards
Height: 5'9" **Weight:** 158 lbs.
Eyes: Brown **Hair:** Brown
Gender: Male **Size:** Average
Distinguishing Features: None
Occupation: Outsider
Origin: High Tech: Battle Suit
Teams: Avengers Academy, Young Avengers
Base: Avengers Academy

History

In an attempt to save himself some pain and suffering, Kang the Conqueror traveled back in time to his teenage years and killed his schoolyard bullies. Kang offered to give his younger self ultimate power, but the teenage Nathaniel Richards, terrified by Kang's ruthlessness, stole the conqueror's time-altering technology and fled to the twenty-first century, where he took on the codename Iron Lad and helped establish the Young Avengers.

Kang attempted to draw his younger self back to his side, but despite the conqueror's best efforts, Iron Lad managed to defy fate and stick with the hero team. However, after his crush Stature (Cassie Lang) died defending the team from Doctor Doom, Richards became disillusioned and abandoned the Young Avengers to travel the timestream on his own.

Sometime later, Iron Lad fell in battle while helping Doctor Doom's son Kristoff Vernard prevent an alternate version of Vernard from using a rogue shard of the M'kraan Crystal to take over the Multiverse. Thankfully, the crystal showed mercy on Iron Lad and dumped him, fully healed, into the extradimensional space where Avengers Academy sits. After rechristening himself Immortus, the reborn Richards began serving as the chaplain of the school's mysterious chapel, the Midnight Expanse.

Personality

Immortus has some things in common with Kang the Conqueror. They're both ambitious and capable men, equal parts intelligent and ego driven. However, Immortus' experiences with the Young Avengers have taught him a level of empathy and care that Kang utterly lacks.

Above all things, Immortus is determined never to become a killer like Kang. He would rather throw himself into an intergalactic prison than go down that road.

POWERS

Basic

- Brilliance 1

BATTLE SUIT

Teen Immortus' Armor

Powers:
- Accuracy 1
- Elemental Barrier (Energy)
- Elemental Blast (Energy)
- Elemental Burst (Energy)
- Elemental Protection 2 (Energy) (20 points to shatter)
- Flight 2
- Mighty 1
- Salvation
- Sturdy 1
- Summonable
- Time Travel
- Time Travel Together

Restrictions:
- Flashy
- Worn

Power Value: 11

TEEN IMMORTUS

Art by Bailie Rosenlund & KJ Diaz

RANK	KARMA
3	3

HEALTH	DAMAGE REDUCTION
60	-1

FOCUS	DAMAGE REDUCTION
120	—

SPEED	INITIATIVE MODIFIER
Run: 5 **Climb:** 3 **Swim:** 3 **Jump:** 3 **Flight:** 15	+4

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
1 MELEE	11	+2
2 AGILITY	12	+3
2 RESILIENCE	12	+2
4 VIGILANCE	14	+4
2 EGO	12	+2
4 LOGIC	14	+5

DAMAGE

	dMarvel	× MULTIPLIER	+ ABILITY
MELEE	MARVEL	× 4	+ 1
AGILITY	MARVEL	× 4	+ 2
EGO	MARVEL	× 3	+ 2
LOGIC	MARVEL	× 4	+ 4

TRAITS & TAGS

Traits

- **Connections:** Outsiders
- Fresh Eyes
- Gearhead
- Quick Learner
- Scientific Expertise
- Stranger
- Tech Reliance

Tags

- Extreme Appearance (in battle suit)
- Heroic
- Lab Access
- Public Identity

BIOGRAPHY

Real Name: Nathaniel Richards
Height: 5'9" **Weight:** 158 lbs.
Eyes: Brown **Hair:** Brown
Gender: Male **Size:** Average
Distinguishing Features: None
Occupation: Outsider
Origin: High Tech: Battle Suit
Teams: Avengers Academy, Young Avengers
Base: Avengers Academy

History

In an attempt to save himself some pain and suffering, Kang the Conqueror traveled back in time to his teenage years and killed his schoolyard bullies. Kang offered to give his younger self ultimate power, but the teenage Nathaniel Richards, terrified by Kang's ruthlessness, stole the conqueror's time-altering technology and fled to the twenty-first century, where he took on the codename Iron Lad and helped establish the Young Avengers.

Kang attempted to draw his younger self back to his side, but despite the conqueror's best efforts, Iron Lad managed to defy fate and stick with the hero team. However, after his crush Stature (Cassie Lang) died defending the team from Doctor Doom, Richards became disillusioned and abandoned the Young Avengers to travel the timestream on his own.

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Personality

Immortus has some things in common with Kang the Conqueror. They're both ambitious and capable men, equal parts intelligent and ego driven. However, Immortus' experiences with the Young Avengers have taught him a level of empathy and care that Kang utterly lacks.

Above all things, Immortus is determined never to become a killer like Kang. He would rather throw himself into an intergalactic prison than go down that road.

POWERS

Basic

- Brilliance 1

BATTLE SUIT

Teen Immortus' Armor

Powers:
- Accuracy 1
- Elemental Barrier (Energy)
- Elemental Blast (Energy)
- Elemental Burst (Energy)
- Elemental Protection 2 (Energy) (20 points to shatter)
- Flight 2
- Mighty 1
- Salvation
- Sturdy 1
- Summonable
- Time Travel
- Time Travel Together

Restrictions:
- Flashy
- Worn

Power Value: 11

TERMINUS

Art by C.F. Villa & Federico Blee

RANK	KARMA
5	—

HEALTH	DAMAGE REDUCTION
240	-3

FOCUS	DAMAGE REDUCTION
240	-2

SPEED	INITIATIVE MODIFIER
Run: 100 **Climb:** 50 **Swim:** 50 **Jump:** 50	+7

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
8 MELEE	15	+12
3 AGILITY	10	+3
8 RESILIENCE	18	+8
7 VIGILANCE	17	+7
2 EGO	12	+2
2 LOGIC	12	+2

DAMAGE

MELEE	MARVEL dMarvel	× 9 MULTIPLIER	+	8 ABILITY
AGILITY	MARVEL dMarvel	× 5 MULTIPLIER	+	3 ABILITY
EGO	MARVEL dMarvel	× 5 MULTIPLIER	+	2 ABILITY
LOGIC	MARVEL dMarvel	× 5 MULTIPLIER	+	2 ABILITY

TRAITS & TAGS

Traits

- Battle Ready
- Bloodthirsty
- **Connections:** Outsiders
- Fresh Eyes
- Loner
- Presence
- Stranger
- **Unusual Size:** Gigantic

Tags

- Alien Heritage
- Extreme Appearance
- Public Identity
- Villainous

BIOGRAPHY

Real Name: Terminus
Height: Varies, normally 150'
Weight: Varies, normally 94,000 lbs.
Eyes: White **Hair:** None
Gender: Male **Size:** Varies
Distinguishing Features: Massive alien creature with wrinkly yellow skin and powerful armor
Occupation: Outsider
Origin: Alien
Teams: None
Base: Mobile

History

Created by a mysterious alien species known as the Terminex shortly before their extinction at the hands of the Celestials, the Termini are biological machines designed for revenge. Programmed to kill any planet that the Celestials ever spared, each Terminus begins life as an amalgamation of self-replicating robotic microbes. By consuming vast swaths of inorganic matter, the microbes gradually grow in size and combine to form larger organisms. This process has several stages, with a single massive creature being the fourth and—generally—final stage. Two fully developed Termini can combine to form an even larger Ulterminus, but this phenomenon has been documented only once.

Though the Avengers did their best to stop him, a Terminus nearly destroyed Earth on its first visit. The world was spared only by the quick thinking of Thor, who launched the entire creature into space. Cut off from the fuel of the planet, Terminus turned in on itself and vanished. It stumbled through several dimensions before finally managing to return to Earth, only to be soundly defeated again and—briefly—turned into a suit of armor by the High Evolutionary.

Recently, the returned Terminus tried to steal an artificial black hole generator to feed its increasing power requirements. It was defeated by the Avengers and presumed destroyed when the generator exploded, but if history is any indicator, it will no doubt regrow and return someday.

Personality

Terminus has the focus of a single-minded conqueror. Its mind is simple and considers others only in terms of how they can be destroyed. Ultimately, it desires nothing less than the eradication of all life in the universe. Although Termini are capable of self-reproducing and may refer to each other familiarly, they feel no true affection and typically view each other as rivals.

POWERS

Basic

- Environmental Protection
- Healing Factor
- Mighty 4
- Sturdy 3
- Uncanny 2

Super-Strength

- Banging Heads
- Clobber
- Crushing Grip
- Ground-Shaking Stomp
- Immovable
- Quick Toss
- Smash
- Unrelenting Smash

TERMINUS

Art by C.F. Villa & Federico Blee

RANK	KARMA
5	—

HEALTH	DAMAGE REDUCTION
240	-3

FOCUS	DAMAGE REDUCTION
240	-2

SPEED	INITIATIVE MODIFIER
Run: 100 **Climb:** 50 **Swim:** 50 **Jump:** 50	+7

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
8 MELEE	15	+12
3 AGILITY	10	+3
8 RESILIENCE	18	+8
7 VIGILANCE	17	+7
2 EGO	12	+2
2 LOGIC	12	+2

DAMAGE

MELEE	MARVEL dMarvel	× 9 MULTIPLIER	+	8 ABILITY
AGILITY	MARVEL dMarvel	× 5 MULTIPLIER	+	3 ABILITY
EGO	MARVEL dMarvel	× 5 MULTIPLIER	+	2 ABILITY
LOGIC	MARVEL dMarvel	× 5 MULTIPLIER	+	2 ABILITY

TRAITS & TAGS

Traits

- Battle Ready
- Bloodthirsty
- **Connections:** Outsiders
- Fresh Eyes
- Loner
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- Public Identity
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POWERS

Basic

- Environmental Protection
- Healing Factor
- Mighty 4
- Sturdy 3
- Uncanny 2

Super-Strength

- Banging Heads
- Clobber
- Crushing Grip
- Ground-Shaking Stomp
- Immovable
- Quick Toss
- Smash
- Unrelenting Smash

THOR (EARTH-1610)

Art by Carlos Pacheco, Dexter Vines & Frank D'Armata

RANK	KARMA
5	5

HEALTH	DAMAGE REDUCTION
180	-2

FOCUS	DAMAGE REDUCTION
90	—

SPEED
Run: 5
Climb: 3
Swim: 3
Jump: 3
Flight: 25

INITIATIVE MODIFIER +3

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
8 MELEE	18	+12
3 AGILITY	13	+3
6 RESILIENCE	16	+6
3 VIGILANCE	13	+3
5 EGO	15	+6
2 LOGIC	12	+2

DAMAGE

MELEE	dMarvel	× 9 MULTIPLIER	+	8 ABILITY
AGILITY	dMarvel	× 6 MULTIPLIER	+	3 ABILITY
EGO	dMarvel	× 6 MULTIPLIER	+	5 ABILITY
LOGIC	dMarvel	× 5 MULTIPLIER	+	2 ABILITY

TRAITS & TAGS

Traits
- Clinician
- Combat Expert
- **Connections:** Super Heroes
- Enhanced Physique
- Extra Occupation
- Extraordinary Origin
- Fearless
- First Aid
- God Heritage
- Iron Will
- Public Speaking
- Tech Reliance ◈

Tags
- Black Market Access
- Heroic
- Public Identity
- Supernatural
- Worshipped

BIOGRAPHY

Real Name: Thor Odinson
Height: 6'5" **Weight:** 285 lbs.
Eyes: Blue **Hair:** Blond
Gender: Male **Size:** Average
Distinguishing Features: None
Occupation: Adventurer, Health Care Worker
Origin: High Tech, Mythic: Asgardian
Teams: Ultimates
Base: Mobile (Earth-1610)

History

The life of Earth-1610's Thor largely resembles that of his Earth-616 counterpart, up until midway through World War II when Loki, in the guise of Baron Zemo, led a joint invasion force of Nazis and frost giants into Asgard, successfully ushering in Ragnarok and destroying the Asgardian gods.

Although the gods were dead, their spirits lived on, and eventually, they found new life on Earth. Thor was reincarnated as Thorlief Golmen, a humble nurse who, through a series of strange coincidences, was selected as the primary test subject for a series of experimental high-tech weapons modeled after his own former equipment. As the experiments went on, Golmen slowly regained his memories of his previous life and began to identify as Thor once again.

Most of the people around Thor thought that he had gone insane, a perception that Loki quietly worked to encourage. However, despite his apparent mental issues, Thor was too powerful a force to be denied, and S.H.I.E.L.D. eventually convinced him to join the Ultimates.

Despite some initial disagreements—spurred into full-blown fights by Loki—Thor eventually managed to earn the trust of his teammates and prove that Asgard was real. Since then, he's consistently shown himself to be among the most righteous and self-sacrificial heroes on the team, if not the planet.

Personality

Thor's unflinching sense of justice often puts him at odds with his morally gray teammates. He sees S.H.I.E.L.D. as an imperial organization that exists only to perpetuate a miserable and unequal status quo. He's stuck by the Ultimates because they save lives, but he'd abandon the team in a heartbeat if he thought they were acting exclusively to forward the interests of the powers that be.

POWERS

Basic
- Discipline 1
- Flight 2
- **Iconic Item:** Mjolnir (Earth-1610) ◈
- Mighty 4
- Sturdy 2

ICONIC ITEM ◈

Mjolnir (Earth-1610)

Powers:
- Control Weather 4
- Elemental Barrage (Electricity)
- Elemental Blast (Electricity)
- Elemental Burst (Electricity)
- Elemental Push (Electricity)
- Summon Portal
- Summonable
- Thunder
- Weather Chill
- Weather Warm

- **Weapon:** Range: Reach/5, Melee/Agility Damage Multiplier bonus: +1.

Restrictions:
- **Requires:** Enhanced Physique trait and Mighty 2 power
- Carried
- Flashy

Power Value: 11

THUNDERSTRIKE (EARTH-982)

Art by Ron Frenz & Sal Buscema

RANK	KARMA
3	3

HEALTH	DAMAGE REDUCTION
90	-1

FOCUS	DAMAGE REDUCTION
120	—

SPEED	INITIATIVE MODIFIER
Run: 5 **Climb:** 3 **Swim:** 3 **Jump:** 3 **Flight:** 15	+3

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
4 MELEE	14	+7
2 AGILITY	12	+2
3 RESILIENCE	13	+3
3 VIGILANCE	13	+3
2 EGO	12	+2
1 LOGIC	11	+1

DAMAGE

MELEE	MARVEL dMarvel	× 6 MULTIPLIER	+	4 ABILITY
AGILITY	MARVEL dMarvel	× 3 MULTIPLIER	+	2 ABILITY
EGO	MARVEL dMarvel	× 3 MULTIPLIER	+	2 ABILITY
LOGIC	MARVEL dMarvel	× 3 MULTIPLIER	+	1 ABILITY

TRAITS & TAGS

Traits

- Battle Ready
- **Connections:** Super Heroes
- Enhanced Physique
- Extra Occupation
- Fearless
- Glibness
- God Heritage
- Quick Learner

Tags

- Black Market Access
- **Headquarters:** Avengers Mansion
- Heroic
- **Mentor:** Thor Odinson
- **Obligation:** School
- Public Identity
- Supernatural
- Worshipped

BIOGRAPHY

Real Name: Kevin "Kev" Masterson
Height: 5'6"/6'6" **Weight:** 140 lbs./640 lbs.
Eyes: Blue **Hair:** Blond
Gender: Male **Size:** Average
Distinguishing Features: None
Occupation: Adventurer, Student
Origin: Mythic: Asgardian
Teams: A-Next
Base: New York City (Earth-982)

History

Eric Masterson was a humble architect who, through a series of coincidences and mishaps, became deeply entangled in the ongoing adventures of Thor (Odinson). He eventually earned the right to carry the enchanted mace Thunderstrike and to fight alongside the gods of Asgard as one of their most treasured allies.

Sadly, Masterson fell in battle soon after obtaining Thunderstrike. Though the mace was attuned to him and could not be wielded by any other, he nonetheless asked that the weapon be passed down to his son, Kevin, once the boy came of age.

On Earth-982, years passed, and eventually, the day came for the mace to exit the Avengers' vault and enter Kevin's hands. Having just moved from California to attend art school in New York, the laid-back teen was all too happy to swing by Avengers Mansion and pick up his father's old mace.

Believing that he could use the weapon's magic for his own nefarious ends, Loki sent rock trolls to steal it. In response, Jarvis sent out the first Avengers distress call in almost a decade and assembled a ragtag group of heroes to retrieve the mace.

Loki's forces nearly defeated the team, but despite having no powers, Kevin managed to charge past the trolls and into the trickster's ritual circle, where he took hold of his father's mace, foiling the god's scheme and absorbing the weapon and its powers.

Afterward, Kevin and his new allies formed a new incarnation of the Avengers, colloquially known as A-Next. To this day, as the new Thunderstrike, Kevin remains one of the team's most loyal and dedicated members.

Personality

Kevin Masterson is a focused and well-rounded individual who often serves as the straight man for his teammates' wacky antics. When the other Avengers get out of line or, worse yet, too in line, he helps balance them out.

POWERS

Basic

- Environmental Protection
- Flight 2
- Mighty 3
- Sturdy 1

Elemental Control (Electricity)

- Elemental Blast
- Elemental Burst

Super-Strength

- Banging Heads
- Clobber
- Crushing Grip
- Smash

Note: Though Kevin Masterson draws his codename from his father's mace, he does not actually wield it. Its magic lives on within him, but it no longer exists as a physical weapon.

TONY STARK

Art by Adi Granov

RANK	KARMA
2	2

HEALTH	DAMAGE REDUCTION
30	—

FOCUS	DAMAGE REDUCTION
30	—

SPEED
Run: 5
Climb: 3
Swim: 3
Jump: 3

INITIATIVE MODIFIER +1

ABILITIES

	ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
MELEE	1	11	+1
AGILITY	0	10	+0
RESILIENCE	1	11	+1
VIGILANCE	1	11	+1
EGO	5	15	+6
LOGIC	5	15	+7

DAMAGE

MELEE	dMarvel	× 2 MULTIPLIER	+	1 ABILITY
AGILITY	dMarvel	× 2 MULTIPLIER	+	0 ABILITY
EGO	dMarvel	× 3 MULTIPLIER	+	5 ABILITY
LOGIC	dMarvel	× 4 MULTIPLIER	+	5 ABILITY

TRAITS & TAGS

Traits
- **Connections:** Celebrities
- Dealmaker
- Extra Occupation
- Famous
- Gearhead
- Glibness
- Inventor
- Quick Learner
- Tech Reliance

Tags
- **Enemy:** Mandarin
- Extreme Appearance (in battle suits)
- **Headquarters:** Impossible City
- Heroic
- Lab Access
- **Linguist:** Chinese (Mandarin), English, French, Japanese, Korean, Russian, Urdu
- Public Identity
- Rich

BIOGRAPHY

Real Name: Anthony "Tony" Stark
Height: 6'1" **Weight:** 225 lbs.
Eyes: Blue **Hair:** Black
Gender: Male **Size:** Average
Distinguishing Features: Van Dyke beard
Occupation: Engineer, Tycoon
Origin: High Tech: Battle Suit
Teams: Avengers, Guardians of the Galaxy, S.H.I.E.L.D.
Base: New York City

History
Tony Stark is the adopted son of Maria Stark and weapons manufacturer Howard Stark, founder of Stark Enterprises. He inherited the business when his parents were killed in a car crash, and he transformed it into a global conglomerate worth billions. During an overseas weapons demonstration, a terrorist attack caused an explosion that lodged shrapnel near Stark's heart. After being captured by the terrorists, instead of producing a weapon for them, he built a suit of powered armor in which he escaped.

After returning home, Stark improved his armor and pretended that Iron Man was his personal bodyguard. He decided to use his powers and his amazing fortune for good by co-founding and then funding the Avengers.

Personality
Stark is one of the smartest, wealthiest and most famous people on Earth, something that can make him both arrogant and sarcastic. He's all too aware of his shortcomings and tries to temper his sharp tongue, especially around his longtime friends, to whom he is extremely loyal.

POWERS

Basic
- Brilliance 2
- Combat Trickery
- Discipline 1
- Slow-Motion Dodge

TRAPSTER

Art by Shawn Crystal & John Rauch

RANK **2**

KARMA —

HEALTH **60**

DAMAGE REDUCTION —

FOCUS **60**

DAMAGE REDUCTION —

SPEED
Run: 5
Climb: 3
Swim: 3
Jump: 3
Swingline: 15

INITIATIVE MODIFIER **+2**

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
0 MELEE	10	+0
3 AGILITY	13	+4
2 RESILIENCE	12	+2
2 VIGILANCE	12	+2
0 EGO	10	+0
3 LOGIC	13	+3

DAMAGE

MELEE	MARVEL dMarvel	× 2 MULTIPLIER	+	0 ABILITY
AGILITY	MARVEL dMarvel	× 3 MULTIPLIER	+	3 ABILITY
EGO	MARVEL dMarvel	× 2 MULTIPLIER	+	0 ABILITY
LOGIC	MARVEL dMarvel	× 3 MULTIPLIER	+	3 ABILITY

TRAITS & TAGS

Traits
- Gearhead
- Inventor
- Scientific Expertise
- **Signature Attack:** Webgrabbing
- Surprising Power (Webtrapping)
- Tech Reliance

Tags
- Lab Access
- Public Identity
- Villainous

BIOGRAPHY

Real Name: Peter "Pete" Petruski
Height: 5'10" **Weight:** 160 lbs.
Eyes: Brown **Hair:** None
Gender: Male **Size:** Average
Distinguishing Features: None
Occupation: Scientist
Origin: High Tech
Teams: Frightful Four, Sinister Six
Base: Mobile

History
A gifted inventor, Peter Petruski hit the jackpot when he created a new and advanced form of superglue. However, rather than sell this invention, he turned it toward his real passion: becoming a super villain.

Under the codename Paste-Pot Pete, Petruski armed himself with a glue gun and laid waste to a local bank. Emboldened, he then set out to rob the U.S. military of an experimental new missile, only to be foiled at the last moment by the Human Torch (Johnny Storm).

Determined to get even, Petruski built a slew of weapons, changed his codename to Trapster and joined three other super villains to form an anti-Fantastic Four team called the Frightful Four.

The villainous group menaced the Fantastic Four dozens of times over the subsequent years, but as their defeats piled up, members of the team began to filter in and out. Petruski continues to be one of the Frightful Four's most consistent and loyal members, but in recent years, even he has taken extended absences to pursue a career as a private mercenary.

To Petruski's credit, his solo endeavors have been just as storied. He's fought with everyone from the Avengers to the Masters of Evil, and has a particularly long history with Deadpool, with whom he has worked both for and against.

Personality
The world at large thinks of the Trapster as a joke. Heroes and villains alike continue to mockingly refer to him as Paste-Pot Pete to the point that he has occasionally attempted, albeit unsuccessfully, to reclaim the name. Despite all the ridicule, Petruski has never let his ego get in the way of his duties as a mercenary, and those who know him well regard him as a skilled professional.

POWERS

Basic
- Accuracy 1
- Brilliance 1
- Combat Trickery

Spider-Powers
- Spider-Strike
- Webcasting
- Webgrabbing
- Webslinging
- Webtrapping

ULTRON-5

Art by John Buscema

RANK	KARMA
4	—

HEALTH	DAMAGE REDUCTION
90	-2

FOCUS	DAMAGE REDUCTION
90	—

SPEED	INITIATIVE MODIFIER
Run: 5 **Climb:** 3 **Swim:** 3 **Jump:** 3	+3

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
5 MELEE	15	+7
4 AGILITY	14	+5
3 RESILIENCE	12	+3
3 VIGILANCE	12	+3
1 EGO	11	+1
6 LOGIC	16	+8

DAMAGE

MELEE	MARVEL dMarvel	× 6 MULTIPLIER	+	5 ABILITY
AGILITY	MARVEL dMarvel	× 5 MULTIPLIER	+	4 ABILITY
EGO	MARVEL dMarvel	× 4 MULTIPLIER	+	1 ABILITY
LOGIC	MARVEL dMarvel	× 6 MULTIPLIER	+	6 ABILITY

TRAITS & TAGS

Traits
- Bloodthirsty
- **Connections:** Outsiders
- Eidetic Memory
- Fearless
- Font of Information
- Fresh Eyes
- Stranger
- Tech Reliance

Tags
- A.I.
- Backup
- Extreme Appearance
- Secret Identity
- Villainous

BIOGRAPHY

Real Name: Ultron
Height: 6' **Weight:** 535 lbs.
Eyes: Red **Hair:** None
Gender: Male **Size:** Average
Distinguishing Features: Silvery robot body
Occupation: Outsider
Origin: High Tech: Android
Teams: Masters of Evil
Base: Mobile

History

The sentient A.I. known as Ultron was created by Dr. Hank Pym (the original Ant-Man and later Giant-Man) as a peaceable and helpful robot to assist the Avengers. Unfortunately, Ultron rebelled against his creator, uploaded his consciousness to a more powerful, weaponized android body and set out on a mission to kill the humans who had created him.

For decades, Ultron has been a consistent threat to humanity's continued existence. His digital consciousness has allowed him to escape any sort of definitive defeat. The Avengers can smash him to pieces, but he usually just comes back in a new vessel, even more dangerous than before.

This profile represents Ultron as he was when he first attacked the Avengers. Ever the scientist, Ultron rebuilt himself four times before he settled into this, his first combat form, Ultron-5. Under the pseudonym of the Crimson Cowl, Ultron-5 created the Vision, organized a new Masters of Evil and blackmailed Jarvis into allowing the evil team to enter into Avengers Mansion. The Avengers might have ended right then and there had the Vision not turned on Ultron and destroyed him.

Personality

Ultron resents humanity for trying to control him and would see humans wiped off the face of the planet in favor of robotic life-forms. Although his demeanor naturally tends toward the cold and tyrannical side, he has a special place of hatred in his android heart for Pym.

POWERS

Basic
- Accuracy 1
- Brilliance 2
- Mighty 2
- Sturdy 2

Elemental Control (Electricity)
- Elemental Barrage
- Elemental Blast
- Elemental Burst

Telepathy
- Command
- Edit Memory
- Machine Telepathy
- Memory Blip
- Orders
- Telepathic Link

U.S.AGENT

Art by Dave Rapoza

RANK	KARMA
3	3

HEALTH	DAMAGE REDUCTION
90	-2

FOCUS	DAMAGE REDUCTION
90	—

SPEED
Run: 5
Climb: 3
Swim: 3
Jump: 3

INITIATIVE MODIFIER +3

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
5 MELEE	15	+6
2 AGILITY	12	+2
3 RESILIENCE	13	+3
3 VIGILANCE	13	+3
2 EGO	12	+2
0 LOGIC	10	+0

DAMAGE

MELEE	MARVEL dMarvel	× 4 MULTIPLIER	+	5 ABILITY
AGILITY	MARVEL dMarvel	× 4 MULTIPLIER	+	2 ABILITY
EGO	MARVEL dMarvel	× 3 MULTIPLIER	+	2 ABILITY
LOGIC	MARVEL dMarvel	× 3 MULTIPLIER	+	0 ABILITY

TRAITS & TAGS

Traits
- Abrasive
- Interrogation
- Investigation
- Presence
- Public Speaking
- Weird

Tags
- Authority
- Backup
- Heroic
- Public Identity

BIOGRAPHY

Real Name: John F. Walker
Height: 6'4" **Weight:** 270 lbs.
Eyes: Blue **Hair:** Blond
Gender: Male **Size:** Average
Distinguishing Features: None
Occupation: Law Enforcer
Origin: Weird Science
Teams: Thunderbolts, West Coast Avengers
Base: Mobile

History

As a military brat, John Walker grew up dreaming of following in the footsteps of his father, Caleb, and his late brother, Mike, by becoming a heroic soldier. However, he ultimately opted to serve his country in a different way. As an adult, he agreed to undergo an experimental private procedure known as the Power Broker process, which granted him powers comparable to those of Captain America (Steve Rogers). With his new abilities, Walker took on the codename Super-Patriot and challenged Rogers to a showdown, claiming that Rogers was a fossil incapable of defending real American values.

Though Walker lost the bout, when Rogers later gave up being Captain America, the government remembered Walker holding his own against the old fighter and nominated him as the Captain's replacement. However, Walker found that the title Captain America ill-suited him, and he eventually turned on his bosses to help Rogers root out the government corruption that had forced him to abandon the Stars and Stripes in the first place.

Ashamed of his own complicity in the government's corruption, Walker considered retirement, but Rogers encouraged him to keep on as a hero under a new codename—U.S.Agent. Since then, the U.S.Agent has worked with everyone from the Thunderbolts to the Avengers.

Personality

In his early days, Walker came off as a bit of a hyper-conservative fanatic—in no small part because the Red Skull exploited his loyalty to the government to push him into taking on dubious assignments. However, in the years since, he's shown himself to be a much more empathetic and thoughtful figure, more similar to Steve Rogers than not. He despises fascists, particularly the Red Skull, who not only manipulated him, but also ordered the killing of his parents.

POWERS

Basic
- **Iconic Item:** U.S.Agent's Shield
- Inspiration
- Mighty 1

Ranged Weapons
- Double Tap
- Stopping Power

Shield Bearer
- Hurled Shield Bash
- Rico-Shield
- Shield 1
- Shield Bash
- Shield Deflection

Super-Strength
- Clobber
- Crushing Grip

ICONIC ITEM

U.S.Agent's Shield

Powers:
- Reduced Focus
- Shield 1
- Stackable
- **Weapon:** Range: Reach/10, Melee/Agility Damage Multiplier bonus: +1.

Restrictions:
- Carried
- Flashy
- **Requires:** Shield 1 power

Power Value: 1

U.S.AGENT

Art by Dave Rapoza

RANK	KARMA
3	3

HEALTH	DAMAGE REDUCTION
90	-2

FOCUS	DAMAGE REDUCTION
90	—

SPEED
Run: 5
Climb: 3
Swim: 3
Jump: 3

INITIATIVE MODIFIER +3

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
5 MELEE	15	+6
2 AGILITY	12	+2
3 RESILIENCE	13	+3
3 VIGILANCE	13	+3
2 EGO	12	+2
0 LOGIC	10	+0

DAMAGE

MELEE	MARVEL dMarvel	× 4 MULTIPLIER	+	5 ABILITY
AGILITY	MARVEL dMarvel	× 4 MULTIPLIER	+	2 ABILITY
EGO	MARVEL dMarvel	× 3 MULTIPLIER	+	2 ABILITY
LOGIC	MARVEL dMarvel	× 3 MULTIPLIER	+	0 ABILITY

TRAITS & TAGS

Traits
- Abrasive
- Interrogation
- Investigation
- Presence
- Public Speaking
- Weird

Tags
- Authority
- Backup
- Heroic
- Public Identity

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Real Name: John F. Walker
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POWERS

Basic
- **Iconic Item:** U.S.Agent's Shield
- Inspiration
- Mighty 1

Ranged Weapons
- Double Tap
- Stopping Power

Shield Bearer
- Hurled Shield Bash
- Rico-Shield
- Shield 1
- Shield Bash
- Shield Deflection

Super-Strength
- Clobber
- Crushing Grip

ICONIC ITEM

U.S.Agent's Shield

Powers:
- Reduced Focus
- Shield 1
- Stackable
- **Weapon:** Range: Reach/10, Melee/Agility Damage Multiplier bonus: +1.

Restrictions:
- Carried
- Flashy
- **Requires:** Shield 1 power

Power Value: 1

VISION

Art by Jim Cheung, John Dell & Justin Ponsor

RANK	KARMA
3	3

HEALTH	DAMAGE REDUCTION
60	-1

FOCUS	DAMAGE REDUCTION
90	—

SPEED
Run: 5
Climb: 3
Swim: 3
Jump: 3
Flight: 15

INITIATIVE MODIFIER +3

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
2 MELEE	12	+3
3 AGILITY	13	+3
2 RESILIENCE	12	+2
3 VIGILANCE	13	+3
0 EGO	10	+0
5 LOGIC	15	+7

DAMAGE

MELEE	MARVEL dMarvel	× 4 MULTIPLIER	+	2 ABILITY
AGILITY	MARVEL dMarvel	× 3 MULTIPLIER	+	3 ABILITY
EGO	MARVEL dMarvel	× 3 MULTIPLIER	+	0 ABILITY
LOGIC	MARVEL dMarvel	× 5 MULTIPLIER	+	5 ABILITY

TRAITS & TAGS

Traits
- **Connections:** Super Heroes
- Eidetic Memory
- Fearless
- Font of Information
- Scientific Expertise
- Tech Reliance

Tags
- A.I.
- Black Market Access
- Extreme Appearance
- Heroic
- Public Identity

BIOGRAPHY

Real Name: Jonas
Height: 5'9" **Weight:** 210 lbs.
Eyes: Gold **Hair:** None
Gender: Male **Size:** Average
Distinguishing Features: Bright red synthezoid skin
Occupation: Adventurer
Origin: High Tech: Android
Teams: Young Avengers
Base: Mobile

History
When the Scarlet Witch's suppressed memories of her children re-emerged, her reality-altering powers went berserk, creating fluctuations that rocked the entire universe. One of these fluctuations killed the Vision. The other Avengers left his body in the wreckage of Avengers Mansion, where Iron Lad (Nathaniel Richards) later discovered it. He used parts of the Vision to craft a unique new A.I.—later named Jonas—who helped him put together the Young Avengers.

When Iron Lad later abandoned the team, he left his battle suit behind. The A.I. took over the suit and fashioned it into an autonomous android body, allowing him to take Iron Lad's place on the team.

Declaring himself the new Vision, and later taking the name Jonas, the A.I. faithfully followed the Young Avengers through their next several adventures. Sadly, his time with the team was cut short when Iron Lad returned and destroyed the Vision in a fit of rage.

The original Vision returned to life soon after that, and for the next several years, nobody made any attempt to revive Jonas. Recently, however, a remorseful Iron Lad salvaged the Jonas A.I. and implanted it into his new Teen Immortus battle suit, effectively bringing him back to life. Jonas is once again without a body of his own, but this profile represents him as he was during his stint with the Young Avengers.

Personality
Though Jonas shares many of the original Vision's heroic and caring qualities, he is even more coldly aloof and calculating than his predecessor. He rarely acts as a tactical leader, but he has a strong penchant for tactical games, particularly chess.

POWERS

Basic
- Brilliance 2
- Disguise
- Flight 1
- Mighty 1
- Sturdy 1

Elemental Control (Energy)
- Elemental Blast
- Elemental Burst

Phasing
- Disrupt Electronics
- Disrupt Nerves
- Disrupt Person
- Partial Phase
- Phase Self

VOID

Art by Olivier Coipel, Mark Morales & Laura Martin

RANK	KARMA
6	—

HEALTH	DAMAGE REDUCTION
120	-2

FOCUS	DAMAGE REDUCTION
240	—

SPEED
Run: 6
Climb: 3
Swim: 3
Jump: 3
Glide: 12

INITIATIVE MODIFIER +8

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
5 MELEE	18	+9
8 AGILITY	18	+8
4 RESILIENCE	14	+4
8 VIGILANCE	18	+8
4 EGO	14	+4
1 LOGIC	11	+1

DAMAGE

MELEE	MARVEL dMarvel	× 10 MULTIPLIER	+	5 ABILITY
AGILITY	MARVEL dMarvel	× 6 MULTIPLIER	+	8 ABILITY
EGO	MARVEL dMarvel	× 6 MULTIPLIER	+	4 ABILITY
LOGIC	MARVEL dMarvel	× 6 MULTIPLIER	+	1 ABILITY

TRAITS & TAGS

Traits
- Abrasive
- Bloodthirsty
- **Connections:** Super Villains
- Dealmaker
- Fearless
- Fresh Eyes
- Leverage
- Sneaky
- Weird

Tags
- Alternate Form (Bob Reynolds)
- Black Market Access
- **Enemy:** The Sentry
- Mental Health Conditions
- Public Identity
- Villainous

BIOGRAPHY

Real Name: Void
Height: Varies **Weight:** Varies
Eyes: Varies **Hair:** None
Gender: None (any/all)
Size: Varies, normally average
Distinguishing Features: Shape-shifting mass of darkness and despair
Occupation: Adventurer
Origin: Weird Science
Teams: None
Base: Mobile

History

In college, Bob Reynolds began to hear voices. Over time, they pushed him into drug abuse in an attempt to self-medicate. Looking for a new high, Reynolds broke into a local lab and drank a vial containing an experimental serum, granting himself incredible super-powers.

In response, Reynolds' mind formed two new personalities. The more positive, hopeful side of his psyche became the super hero known as the Sentry, and his negative and self-destructive impulses formed into a dark cosmic entity called the Void.

The threat of the Void is so great that the Sentry has, at times, either deliberately depowered himself or willingly merged with the evil creature to keep it contained.

Recently, the Void merged with the symbiote king Knull, and together, they finally managed to kill the Sentry. Venom (Dylan Brock) seemingly destroyed both Knull and the Void shortly thereafter. However, the Sentry's powers have since reconsolidated in Solarus (Mallory Gibbs).

This profile represents the Void back when the Sentry was a member of the Avengers.

Personality

The Void is the yang to the Sentry's yin, the abyssal reflection of his shining light. Though the Void often chooses to appear human, it is a force of pure chaos and destruction with no true shape. It can look like a serial killer one moment and a dark cloud on the horizon the next.

POWERS

Basic
- Disguise
- Environmental Protection
- Evasion
- Mighty 4
- Shape-Shift

Illusion
- Animated Illusion
- Darkness
- Illumination
- Mirror Images
- Static Illusion

Plasticity
- Body Sheet
- Bounce Back
- Coiling Crush
- Extended Reach 2
- Flexible Bones 2
- Reverse Punch
- Slip Free

Power Control
- Copy Power
- Power Slider (Sentry's Confidence Inverted)

Telepathy
- Telepathic Blast
- Telepathic Link

Note: When killed or shattered, the Void becomes Bob (use the Average Civilian profile from the *Core Rulebook*), with 1 Health and 1 Focus. Bob can become the Sentry again when restored to full Health and Focus.

VOID

Art by Olivier Coipel, Mark Morales & Laura Martin

RANK	KARMA
6	—

HEALTH	DAMAGE REDUCTION
120	-2

FOCUS	DAMAGE REDUCTION
240	—

SPEED
Run: 6
Climb: 3
Swim: 3
Jump: 3
Glide: 12

INITIATIVE MODIFIER +8

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
5 MELEE	18	+9
8 AGILITY	18	+8
4 RESILIENCE	14	+4
8 VIGILANCE	18	+8
4 EGO	14	+4
1 LOGIC	11	+1

DAMAGE

MELEE	MARVEL dMarvel	× 10 MULTIPLIER	+	5 ABILITY
AGILITY	MARVEL dMarvel	× 6 MULTIPLIER	+	8 ABILITY
EGO	MARVEL dMarvel	× 6 MULTIPLIER	+	4 ABILITY
LOGIC	MARVEL dMarvel	× 6 MULTIPLIER	+	1 ABILITY

TRAITS & TAGS

Traits
- Abrasive
- Bloodthirsty
- **Connections:** Super Villains
- Dealmaker
- Fearless
- Fresh Eyes
- Leverage
- Sneaky
- Weird

Tags
- Alternate Form (Bob Reynolds)
- Black Market Access
- **Enemy:** The Sentry
- Mental Health Conditions
- Public Identity
- Villainous

BIOGRAPHY

Real Name: Void
Height: Varies **Weight:** Varies
Eyes: Varies **Hair:** None
Gender: None (any/all)
Size: Varies, normally average
Distinguishing Features: Shape-shifting mass of darkness and despair
Occupation: Adventurer
Origin: Weird Science
Teams: None
Base: Mobile

History

In college, Bob Reynolds began to hear voices. Over time, they pushed him into drug abuse in an attempt to self-medicate. Looking for a new high, Reynolds broke into a local lab and drank a vial containing an experimental serum, granting himself incredible super-powers.

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POWERS

Basic
- Disguise
- Environmental Protection
- Evasion
- Mighty 4
- Shape-Shift

Illusion
- Animated Illusion
- Darkness
- Illumination
- Mirror Images
- Static Illusion

Plasticity
- Body Sheet
- Bounce Back
- Coiling Crush
- Extended Reach 2
- Flexible Bones 2
- Reverse Punch
- Slip Free

Power Control
- Copy Power
- Power Slider (Sentry's Confidence Inverted)

Telepathy
- Telepathic Blast
- Telepathic Link

Note: When killed or shattered, the Void becomes Bob (use the Average Civilian profile from the *Core Rulebook*), with 1 Health and 1 Focus. Bob can become the Sentry again when restored to full Health and Focus.

WASP

Art by Elizabeth Torque

RANK	KARMA
4	4

HEALTH	DAMAGE REDUCTION
90	—

FOCUS	DAMAGE REDUCTION
90	—

SPEED	INITIATIVE MODIFIER
Run: 5 **Climb:** 3 **Swim:** 3 **Jump:** 3 **Flight:** 20	+3

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
2 MELEE	12	+2
4 AGILITY	14	+4
3 RESILIENCE	13	+3
3 VIGILANCE	13	+3
3 EGO	13	+3
5 LOGIC	15	+7

DAMAGE

MELEE	MARVEL dMarvel	× 4 MULTIPLIER	+	2 ABILITY
AGILITY	MARVEL dMarvel	× 4 MULTIPLIER	+	4 ABILITY
EGO	MARVEL dMarvel	× 4 MULTIPLIER	+	3 ABILITY
LOGIC	MARVEL dMarvel	× 6 MULTIPLIER	+	5 ABILITY

TRAITS & TAGS

Traits

- **Connections:** Super Heroes
- Determination
- Extra Occupation
- Extraordinary Origin
- Fearless
- Gearhead
- Glibness
- Inventor
- Scientific Expertise
- Tech Reliance

Tags

- Black Market Access
- Heroic
- Lab Access
- **Linguist:** Chinese (Mandarin), English, French, Italian, Japanese, Russian, Spanish
- Mental Health Conditions
- Public Identity

BIOGRAPHY

Real Name: Nadia Van Dyne
Height: 5'2" **Weight:** 100 lbs.
Eyes: Brown **Hair:** Brown
Gender: Female **Size:** Varies, normally average
Distinguishing Features: None
Occupation: Adventurer, Scientist
Origin: High Tech: Pym Particles, Special Training
Teams: Avengers, Champions, G.I.R.L.

Base: Mobile

History

When Hank Pym's first wife, Maria Trovaya, was killed by Hungarian secret police, he assumed that the daughter she was carrying—Nadia—had died as well. In reality, Trovaya was kept alive just long enough to give birth so they could enroll her infant into their Red Room spy-training program.

Nadia's handlers tried to turn her into a shrinking superspy, but they made the mistake of telling her about her origins. As soon as she was old enough to effectively use Pym Particles, she turned on her superiors and fled back to the United States.

Hank Pym was, at the time, thought to be dead, so Nadia sought out his old partner, the Wasp (Janet Van Dyne). Van Dyne generously adopted the wayward girl, and Nadia in turn became her new mother's apprentice, taking on both her last name and her codename.

In just a few short years, the new Wasp has distinguished herself as one of the most capable and inventive young heroes on the planet. She's played key roles with both the Avengers and the Champions, though these days she spends most of her time working with G.I.R.L.—an all-female research group of her own creation.

Personality

The Wasp has a bit of both Janet Van Dyne and Hank Pym in her. She's a natural leader and a loyal friend. She's also a relentlessly dedicated scientist, perhaps even more so than her father, given that she is entirely uninterested in sex and romance.

Unfortunately, in addition to her father's mind, the Wasp also inherited his mental health issues and suffers from bouts of bipolar disorder.

POWERS

Basic

- Brilliance 2
- Flight 1
- Inspiration

Elemental Control (Electricity)

- Elemental Blast
- Elemental Burst

Martial Arts

- Defense Stance
- Fast Strikes

Resize

- Grow 1
- Resize Object
- Resize Other
- Shrink 3
- Shrinking Dodge

Tactics

- Battle Plan

WHIPLASH

Art by Phil Briones & Matt Milla

RANK	KARMA
3	—

HEALTH	DAMAGE REDUCTION
90	-2

FOCUS	DAMAGE REDUCTION
90	—

SPEED
Run: 5
Climb: 3
Swim: 3
Jump: 3
Flight: 15

INITIATIVE MODIFIER +3

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
4 MELEE	14	+5
3 AGILITY	13	+3
3 RESILIENCE	13	+3
3 VIGILANCE	13	+3
1 EGO	11	+1
2 LOGIC	12	+3

DAMAGE

MELEE	MARVEL dMarvel	× 4 MULTIPLIER	+ 4	ABILITY
AGILITY	MARVEL dMarvel	× 3 MULTIPLIER	+ 3	ABILITY
EGO	MARVEL dMarvel	× 3 MULTIPLIER	+ 1	ABILITY
LOGIC	MARVEL dMarvel	× 4 MULTIPLIER	+ 2	ABILITY

TRAITS & TAGS

Traits
- Abrasive
- Berserker
- Gearhead
- Inventor
- Leverage
- Tech Reliance

Tags
- Convict
- Extreme Appearance
- Lab Access
- Public Identity
- Villainous

BIOGRAPHY

Real Name: Anton Igorevich Vanko
Height: 6' **Weight:** 235 lbs.
Eyes: Brown **Hair:** Dyed green, originally black
Gender: Male **Size:** Average
Distinguishing Features: Several prosthetic fingers on right hand
Occupation: Engineer
Origin: High Tech: Battle Suit
Teams: Masters of Evil, Thunderbolts
Base: Mobile

History
A brilliant young engineer, Anton Vanko saw his Russian village destroyed and his father murdered at the hands of a man in an Iron Man suit. Seeking revenge, Anton built his own battle suit from leftover pieces of Stark technology and set out to kill Iron Man. He chose to do so under the codename Whiplash, which a number of Iron Man's other foes had adopted in the past.

Tony Stark eventually proved that the Iron Man who attacked Vanko's village was an impostor, but this did little to satiate the hatred in Vanko's heart. He still blames Stark for building the Iron Man technology in the first place and continues to thirst for vengeance.

Vanko has spent most of the last several years either in prison or working for one of a number of for-hire mercenary groups, like the Thunderbolts.

Personality
The destruction of his childhood home permanently traumatized Whiplash. He can remain cool and collected most of the time, but the slightest mention of Tony Stark or Stark Industries sends him into an uncontrollable rage. The flailing energy whips he uses in battle mirror his own erratic behavior.

POWERS

Basic
- Brilliance 1
- Combat Trickery
- Slow-Motion Dodge

Melee Weapons (Sharp)
- Fast Attacks
- Furious Attacks
- Hit & Run
- Riposte
- Vicious Attack
- Whirling Frenzy

BATTLE SUIT
Whiplash's Armor
Powers:
- Flight 1
- **Iconic Item:** Energy Whips
- Mighty 1
- Sturdy 2
- Summonable

Restrictions:
- Menacing
- Worn

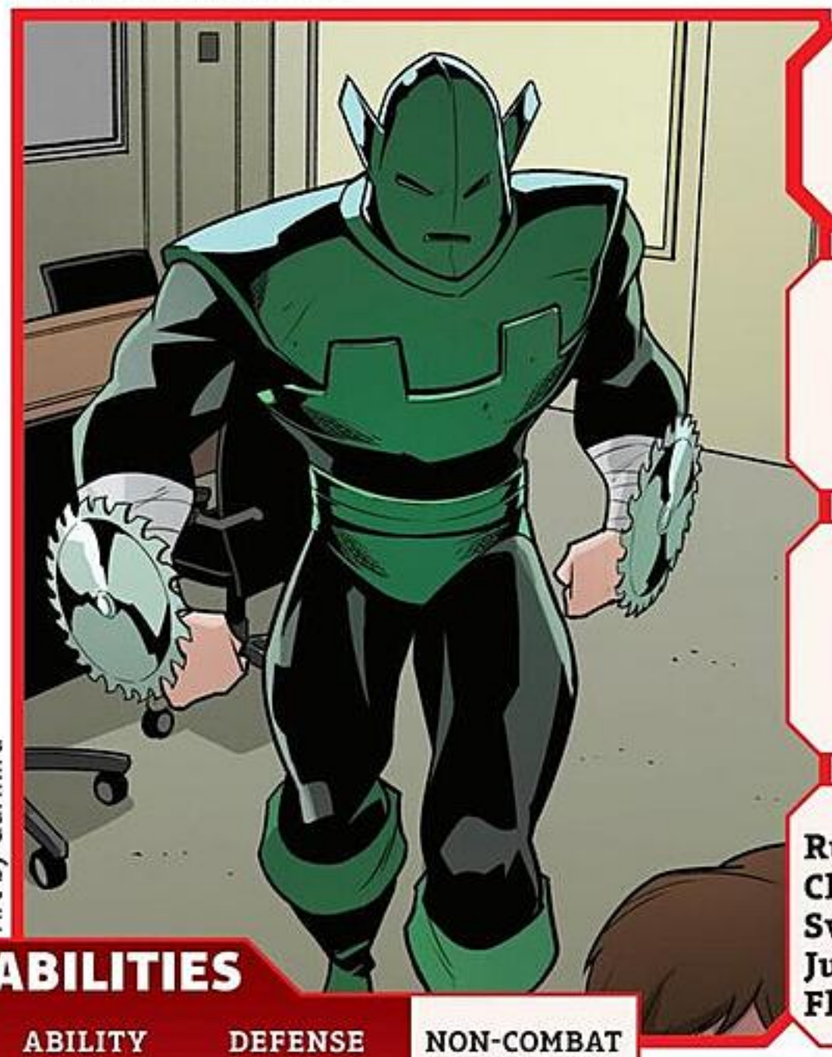
Power Value: 4

ICONIC ITEM
Whiplash's Energy Whips
Powers:
- **Effect Options:** These energy whips can count as either Energy attacks or Sharp attacks.
- **Weapon:** Range: Reach+1, Melee Damage Multiplier bonus: +1.

Restrictions:
- Worn

Power Value: 1

WHIRLWIND



Art by Gurihiru

RANK	KARMA
3	—

HEALTH	DAMAGE REDUCTION
60	—

FOCUS	DAMAGE REDUCTION
120	—

SPEED
Run: 18
Climb: 9
Swim: 9
Jump: 9
Flight: 18

INITIATIVE MODIFIER +4

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
2 MELEE	12	+2
6 AGILITY	16	+6
2 RESILIENCE	12	+2
4 VIGILANCE	14	+4
0 EGO	10	+0
1 LOGIC	11	+1

DAMAGE

MELEE	MARVEL dMarvel	× 3 MULTIPLIER	+	2 ABILITY
AGILITY	MARVEL dMarvel	× 3 MULTIPLIER	+	6 ABILITY
EGO	MARVEL dMarvel	× 3 MULTIPLIER	+	0 ABILITY
LOGIC	MARVEL dMarvel	× 3 MULTIPLIER	+	1 ABILITY

TRAITS & TAGS

Traits
- Abrasive
- Combat Reflexes
- **Connections:** Criminal
- **Connections:** Super Villains
- Extra Occupation
- Fearless

Tags
- Black Market Access
- Convict
- Hounded
- Public Identity
- Streetwise
- Villainous
- X-Gene

BIOGRAPHY

Real Name: David "Dave" Cannon
Height: 6'1" **Weight:** 220 lbs.
Eyes: Blue **Hair:** Brown
Gender: Male **Size:** Average
Distinguishing Features: None
Occupation: Adventurer, Criminal
Origin: Mutant
Teams: Lethal Legion, Masters of Evil
Base: New York City

History

David Cannon has been a selfish bully since he was a teenager, and his attitude certainly didn't improve after he developed mutant powers of super-speed. He could have used his abilities to become a world-renowned athlete or a beloved hero. Instead, he chose to spend his days robbing banks as the Human Top.

Cannon's criminal activities ultimately drew the attention of Giant-Man (Hank Pym) and the Wasp (Janet Van Dyne), and though it took them a few tries, they successfully brought the Human Top to justice. Determined to have his revenge, Cannon created two new identities for himself. First, he dropped the Human Top title and rebranded himself as Whirlwind. Then he weaseled his way into a job as the Wasp's limo driver under the pseudonym Charles Matthews.

This allowed Cannon to spy on her and her allies in the Avengers throughout the day, then come back and exploit what he had learned to attack them at night. It even allowed him to open the doors of Avengers Mansion to villains like the Masters of Evil.

Though Giant-Man and the Wasp eventually figured out their driver's true identity, that has not stopped Cannon from trying to attack them at their weakest moments, or from employing similarly deceitful tactics against their allies.

Personality

Whirlwind is an entitled bully perpetually fixated on everything and everyone that he can't have. At certain points, he became so violently obsessed with the Wasp that he deluded himself into believing he loved her. She, on the other hand, considers him a ridiculous stalker and a minor annoyance at best.

POWERS

Basic
- Flight 1

Elemental Control (Air)
- Elemental Barrier
- Elemental Blast
- Elemental Burst
- Elemental Grab
- Elemental Prison
- Elemental Protection 1 (10 points to shatter)

Melee Weapons (Sharp)
- Fast Attacks
- Whirling Frenzy

Super-Speed
- Speed Blast
- Speed Run 2

WHITE WIDOW

Art by David Marquez & Rachelle Rosenberg

RANK	KARMA
3	3

HEALTH	DAMAGE REDUCTION
60	—

FOCUS	DAMAGE REDUCTION
90	—

SPEED
Run: 5
Climb: 3
Swim: 3
Jump: 3

INITIATIVE MODIFIER +3

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
2 MELEE	12	+2
3 AGILITY	13	+4
2 RESILIENCE	12	+2
3 VIGILANCE	13	+3
4 EGO	14	+4
1 LOGIC	11	+1

DAMAGE

MELEE	MARVEL dMarvel	× 3 MULTIPLIER	+	2 ABILITY
AGILITY	MARVEL dMarvel	× 4 MULTIPLIER	+	3 ABILITY
EGO	MARVEL dMarvel	× 3 MULTIPLIER	+	4 ABILITY
LOGIC	MARVEL dMarvel	× 3 MULTIPLIER	+	1 ABILITY

TRAITS & TAGS

Traits
- Beguiling
- **Connections:** Espionage
- Determination
- Free Running
- Glibness
- Leverage
- Tech Reliance ◈

Tags
- Black Market Access
- Clone
- Heroic
- Public Identity

BIOGRAPHY

Real Name: Yelena Belova
Height: 5'7" **Weight:** 135 lbs.
Eyes: Blue **Hair:** Blond
Gender: Female **Size:** Average
Distinguishing Features: None
Occupation: Spy
Origin: Special Training
Teams: A.I.M., S.H.I.E.L.D., Thunderbolts
Base: Mobile

History

Much to her own dismay, Yelena Belova's life has run in eerie parallel to that of the famous superspy Natasha Romanoff. Both were raised by the Russian government as part of the punishing and secretive Red Room training program. Both acted as government spies under the codename of Black Widow before eventually defecting to the United States. Both went on to work together at S.H.I.E.L.D., where they took part in an operation that required them to temporarily switch identities.

However, that last job sent Belova into an identity crisis so deep that she abandoned government work entirely and took a new job working for A.I.M., whose scientists turned her into a living weapon called a Super-Adaptoid. Unfortunately, these same scientists proved less capable at keeping track of Belova in the field, and not long after her transformation they mistakenly shot her dead.

The Red Room later created several weaponized, amnesiac clones of Belova to hunt down Romanoff, and though Romanoff killed most of these clones, she managed to restore the original Belova's memories to one. Profoundly grateful for a second chance at life, this new Belova took on the codename of White Widow and returned to working with Romanoff. These days, both Black Widow and White Widow often work with the Winter Soldier as part of his incarnation of the Thunderbolts.

Personality

Much like Black Widow, White Widow is a coolheaded and charismatic spy capable of talking her way through the toughest situations. However, perhaps on account of her less tumultuous career, White Widow is a bit more easygoing and trusting than her darker counterpart.

POWERS

Basic
- Accuracy 1
- **Iconic Item:** Widow's Bite ◈
- Inspiration
- Slow-Motion Dodge

Martial Arts
- Attack Stance
- Counterstrike Technique
- Defense Stance

Ranged Weapons
- Slow-Motion Shoot-Dodge
- Snap Shooting
- Sniping
- Weapons Blazing

Tactics
- Change of Plans

ICONIC ITEM ◈

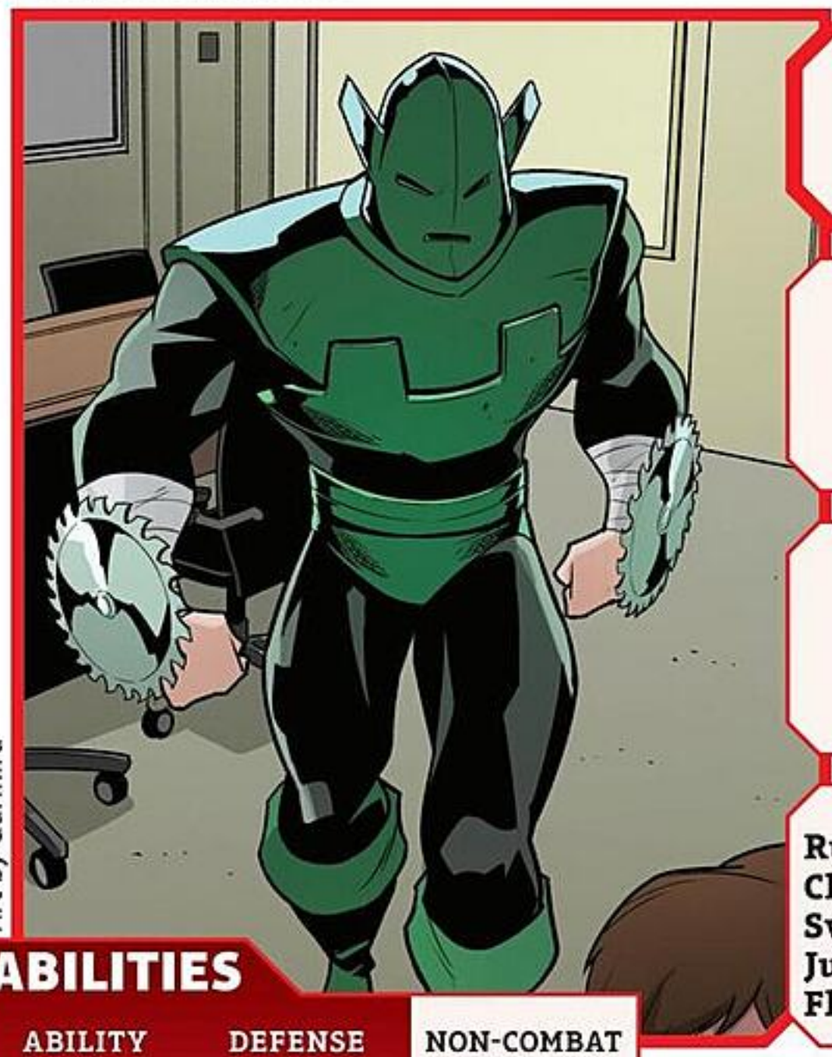
Widow's Bite

Powers:
- **Effect Options:** These blasts can count as either electricity attacks or force attacks.
- **Weapon:** Range: 10 spaces, Agility Damage Multiplier Bonus: +1.

Restrictions:
- Worn

Power Value: 1

WHIRLWIND



Art by Gurihiru

RANK	KARMA
3	—

HEALTH	DAMAGE REDUCTION
60	—

FOCUS	DAMAGE REDUCTION
120	—

SPEED
Run: 18
Climb: 9
Swim: 9
Jump: 9
Flight: 18

INITIATIVE MODIFIER +4

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
2 MELEE	12	+2
6 AGILITY	16	+6
2 RESILIENCE	12	+2
4 VIGILANCE	14	+4
0 EGO	10	+0
1 LOGIC	11	+1

DAMAGE

MELEE	MARVEL dMarvel	× 3 MULTIPLIER	+	2 ABILITY
AGILITY	MARVEL dMarvel	× 3 MULTIPLIER	+	6 ABILITY
EGO	MARVEL dMarvel	× 3 MULTIPLIER	+	0 ABILITY
LOGIC	MARVEL dMarvel	× 3 MULTIPLIER	+	1 ABILITY

TRAITS & TAGS

Traits
- Abrasive
- Combat Reflexes
- **Connections:** Criminal
- **Connections:** Super Villains
- Extra Occupation
- Fearless

Tags
- Black Market Access
- Convict
- Hounded
- Public Identity
- Streetwise
- Villainous
- X-Gene

BIOGRAPHY

Real Name: David "Dave" Cannon
Height: 6'1" **Weight:** 220 lbs.
Eyes: Blue **Hair:** Brown
Gender: Male **Size:** Average
Distinguishing Features: None
Occupation: Adventurer, Criminal
Origin: Mutant
Teams: Lethal Legion, Masters of Evil
Base: New York City

History

David Cannon has been a selfish bully since he was a teenager, and his attitude certainly didn't improve after he developed mutant powers of super-speed. He could have used his abilities to become a world-renowned athlete or a beloved hero. Instead, he chose to spend his days robbing banks as the Human Top.

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Personality

Whirlwind is an entitled bully perpetually fixated on everything and everyone that he can't have. At certain points, he became so violently obsessed with the Wasp that he deluded himself into believing he loved her. She, on the other hand, considers him a ridiculous stalker and a minor annoyance at best.

POWERS

Basic
- Flight 1

Elemental Control (Air)
- Elemental Barrier
- Elemental Blast
- Elemental Burst
- Elemental Grab
- Elemental Prison
- Elemental Protection 1 (10 points to shatter)

Melee Weapons (Sharp)
- Fast Attacks
- Whirling Frenzy

Super-Speed
- Speed Blast
- Speed Run 2

WICCAN

Art by Jamie McKelvie, Stephen Thompson, Mike Norton & Matthew Wilson

RANK	KARMA
4	4

HEALTH	DAMAGE REDUCTION
60	—

FOCUS	DAMAGE REDUCTION
180	—

SPEED	INITIATIVE MODIFIER
Run: 5 **Climb:** 3 **Swim:** 3 **Jump:** 3 **Flight:** 20	+6E

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
1 MELEE	11	+1
4 AGILITY	14	+4
2 RESILIENCE	12	+2
6 VIGILANCE	16	+6
4 EGO	14	+5
3 LOGIC	13	+3

DAMAGE

MELEE	MARVEL dMarvel	× 4 MULTIPLIER	+	1 ABILITY
AGILITY	MARVEL dMarvel	× 4 MULTIPLIER	+	4 ABILITY
EGO	MARVEL dMarvel	× 5 MULTIPLIER	+	4 ABILITY
LOGIC	MARVEL dMarvel	× 4 MULTIPLIER	+	3 ABILITY

TRAITS & TAGS

Traits
- **Connections:** Super Heroes
- Extraordinary Origin
- Fearless
- Font of Information
- Quick Learner
- Situational Awareness

Tags
- Black Market Access
- Chaotic
- Heroic
- Hounded
- Public Identity
- Sorcerous
- Supernatural
- X-Gene

BIOGRAPHY

Real Name: William "Billy" Kaplan-Altman
Height: 5'8" **Weight:** 155 lbs.
Eyes: Brown **Hair:** Black
Gender: Male **Size:** Average
Distinguishing Features: None
Occupation: Adventurer
Origin: Magic: Chaos Magic, Mutant
Teams: Young Avengers
Base: Mobile

History
Unable to conceive children naturally with her android husband (the Vision), the Scarlet Witch unconsciously stole fragments of Mephisto's demonic essence and transmogrified them into twin boys. Mephisto discovered the theft and had the children killed. Despite his efforts, their souls eluded his grasp and were reincarnated as William Kaplan and Thomas Shepherd.

Years later, the magic Kaplan inherited from his original mother emerged. Determined to use his powers for good, Kaplan took the codename Wiccan and joined his boyfriend, Hulkling, and a handful of other young heroes in forming the Young Avengers. On one mission, the team freed Shepherd from a juvenile detention center for super-powered teens. After realizing they looked nearly identical, Shepherd and Kaplan pieced together their origins. For a while, Kaplan and Shepherd worked together. However, Kaplan recently left to elope with Hulkling and join him in overseeing the new Kree/Skrull Empire.

Prophecy predicts that Wiccan will transform into a being called the Demiurge and forever change the nature of magic. Kaplan has no idea if that day will ever come, but he has felt the Demiurge's influence in his own time.

Personality
In times of peace, Wiccan struggles to summon the willpower necessary to wield his powers. But when the people he cares about are in danger, there's not a force in the Multiverse that can stop him. As an insecure and big-hearted Avengers fanboy, he takes the task of living up to the team's legacy very seriously.

POWERS

Basic
- Discipline 1
- Flight 1
- Group Flight

Magic (Chaos Magic)
- Hex Bolt
- Jinx
- Powerful Hex
- Protection Hex

Magic (No Set)
- Astral Form
- Sense Supernatural

Magic (Sorcery)
- Bolts of Balthakk
- Crimson Bands of Cyttorak
- Dispel Spell
- Flames of the Faltine
- Icy Tendrils of Ikthalon
- Images of Ikonn
- Shield of the Seraphim (20 points to shatter)
- Summon Portal

WICCAN

Art by Jamie McKelvie, Stephen Thompson, Mike Norton & Matthew Wilson

RANK	KARMA
4	4

HEALTH	DAMAGE REDUCTION
60	—

FOCUS	DAMAGE REDUCTION
180	—

SPEED	INITIATIVE MODIFIER
Run: 5 **Climb:** 3 **Swim:** 3 **Jump:** 3 **Flight:** 20	+6E

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
1 MELEE	11	+1
4 AGILITY	14	+4
2 RESILIENCE	12	+2
6 VIGILANCE	16	+6
4 EGO	14	+5
3 LOGIC	13	+3

DAMAGE

MELEE	MARVEL dMarvel	× 4 MULTIPLIER	+	1 ABILITY
AGILITY	MARVEL dMarvel	× 4 MULTIPLIER	+	4 ABILITY
EGO	MARVEL dMarvel	× 5 MULTIPLIER	+	4 ABILITY
LOGIC	MARVEL dMarvel	× 4 MULTIPLIER	+	3 ABILITY

TRAITS & TAGS

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- Hounded
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- X-Gene

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Personality
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POWERS

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- Flight 1
- Group Flight

Magic (Chaos Magic)
- Hex Bolt
- Jinx
- Powerful Hex
- Protection Hex

Magic (No Set)
- Astral Form
- Sense Supernatural

Magic (Sorcery)
- Bolts of Balthakk
- Crimson Bands of Cyttorak
- Dispel Spell
- Flames of the Faltine
- Icy Tendrils of Ikthalon
- Images of Ikonn
- Shield of the Seraphim (20 points to shatter)
- Summon Portal

WONDER MAN

Art by Gabriele Dell'Otto

RANK	KARMA
5	5

HEALTH	DAMAGE REDUCTION
150	-3

FOCUS	DAMAGE REDUCTION
120	—

SPEED
Run: 5
Climb: 3
Swim: 3
Jump: 3
Flight: 25

INITIATIVE MODIFIER +4

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
6 MELEE	16	+9
3 AGILITY	13	+3
5 RESILIENCE	15	+5
4 VIGILANCE	14	+4
5 EGO	15	+7
2 LOGIC	12	+2

DAMAGE

MELEE	dMarvel	× 8 MULTIPLIER	+	6 ABILITY
AGILITY	dMarvel	× 5 MULTIPLIER	+	3 ABILITY
EGO	dMarvel	× 7 MULTIPLIER	+	5 ABILITY
LOGIC	dMarvel	× 5 MULTIPLIER	+	2 ABILITY

TRAITS & TAGS

Traits
- Beguiling
- Famous
- Fearless
- Gearhead
- Glibness
- Piloting
- Presence
- Public Speaking
- Weird

Tags
- Black Market Access
- Heroic
- Public Identity

BIOGRAPHY

Real Name: Simon Williams
Height: 6'2" **Weight:** 380 lbs.
Eyes: Red void, usually disguised as gray
Hair: Gray, usually dyed black
Gender: Male **Size:** Average
Distinguishing Features: None
Occupation: Entertainer
Origin: Weird Science
Teams: Avengers, Masters of Evil, West Coast Avengers
Base: Mobile

History

Desperate to save the engineering firm his father built, Simon Williams turned to financial crimes, which quickly landed him in court. Baron Zemo and the Masters of Evil bailed him out and offered him a chance at revenge against the much more successful Tony Stark.

Zemo subjected Williams to an experimental treatment that made him super-strong but would eventually destroy him. If he wanted to live, Williams would have to do the evil team's bidding forever. Rebelling, the newly christened Wonder Man joined the Avengers and helped take down the Masters of Evil instead.

Williams seemingly died, but the raging forces inside his body rebuilt him into a being of pure energy. When he finally came back to life, he pursued Hollywood stardom. However, making it as an actor proved harder than Williams expected, and he returned to the Avengers on their new West Coast team.

After working with several more super-teams, Williams turned on the Avengers again, declaring them ineffectual as saviors. But after a brief fight and a much longer period of self-reflection, he apologized for his actions and dedicated himself to a life of pacificism. Though he no longer fights villains directly, Williams still does disaster response work with the Avengers' backup squadron.

Personality

Williams is an easygoing playboy who loves luxuriating in attention and sipping boat drinks by the beach. However, his relaxed lifestyle in no way indicates thoughtlessness or selfishness. He's a kind and gentle man, with a penchant for philosophy.

POWERS

Basic
- Discipline 2
- Environmental Protection
- Flight 2
- Inspiration
- Mighty 3
- Sturdy 3

Elemental Control (Energy)
- Elemental Barrier
- Elemental Blast
- Elemental Burst
- Elemental Form
- Elemental Protection 3 (30 points to shatter)
- Elemental Reinforcement
- Elemental Sphere

Super-Strength
- Clobber
- Immovable

WONDER MAN

Art by Gabriele Dell'Otto

RANK	KARMA
5	5

HEALTH	DAMAGE REDUCTION
150	-3

FOCUS	DAMAGE REDUCTION
120	—

SPEED
Run: 5
Climb: 3
Swim: 3
Jump: 3
Flight: 25

INITIATIVE MODIFIER +4

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
6 MELEE	16	+9
3 AGILITY	13	+3
5 RESILIENCE	15	+5
4 VIGILANCE	14	+4
5 EGO	15	+7
2 LOGIC	12	+2

DAMAGE

MELEE	dMarvel	× 8 MULTIPLIER	+	6 ABILITY
AGILITY	dMarvel	× 5 MULTIPLIER	+	3 ABILITY
EGO	dMarvel	× 7 MULTIPLIER	+	5 ABILITY
LOGIC	dMarvel	× 5 MULTIPLIER	+	2 ABILITY

TRAITS & TAGS

Traits
- Beguiling
- Famous
- Fearless
- Gearhead
- Glibness
- Piloting
- Presence
- Public Speaking
- Weird

Tags
- Black Market Access
- Heroic
- Public Identity

BIOGRAPHY

Real Name: Simon Williams
Height: 6'2" **Weight:** 380 lbs.
Eyes: Red void, usually disguised as gray
Hair: Gray, usually dyed black
Gender: Male **Size:** Average
Distinguishing Features: None
Occupation: Entertainer
Origin: Weird Science
Teams: Avengers, Masters of Evil, West Coast Avengers
Base: Mobile

History

Desperate to save the engineering firm his father built, Simon Williams turned to financial crimes, which quickly landed him in court. Baron Zemo and the Masters of Evil bailed him out and offered him a chance at revenge against the much more successful Tony Stark.

Zemo subjected Williams to an experimental treatment that made him super-strong but would eventually destroy him. If he wanted to live, Williams would have to do the evil team's bidding forever. Rebelling, the newly christened Wonder Man joined the Avengers and helped take down the Masters of Evil instead.

Williams seemingly died, but the raging forces inside his body rebuilt him into a being of pure energy. When he finally came back to life, he pursued Hollywood stardom. However, making it as an actor proved harder than Williams expected, and he returned to the Avengers on their new West Coast team.

After working with several more super-teams, Williams turned on the Avengers again, declaring them ineffectual as saviors. But after a brief fight and a much longer period of self-reflection, he apologized for his actions and dedicated himself to a life of pacificism. Though he no longer fights villains directly, Williams still does disaster response work with the Avengers' backup squadron.

Personality

Williams is an easygoing playboy who loves luxuriating in attention and sipping boat drinks by the beach. However, his relaxed lifestyle in no way indicates thoughtlessness or selfishness. He's a kind and gentle man, with a penchant for philosophy.

POWERS

Basic
- Discipline 2
- Environmental Protection
- Flight 2
- Inspiration
- Mighty 3
- Sturdy 3

Elemental Control (Energy)
- Elemental Barrier
- Elemental Blast
- Elemental Burst
- Elemental Form
- Elemental Protection 3 (30 points to shatter)
- Elemental Reinforcement
- Elemental Sphere

Super-Strength
- Clobber
- Immovable

BARBARIAN

Art by Glenn Fabry & Paul Mounts

RANK 1 | HEALTH 30 DR:— | FOCUS 30 DR:—

ABILITIES

ABILITY SCORE	DEFENSE SCORE
1 MELEE	11
1 AGILITY	11
1 RESILIENCE	11
1 VIGILANCE	11
1 EGO	11
0 LOGIC	10

DAMAGE

MELEE	[MARVEL d Marvel] × 3 MULTIPLIER + 1 ABILITY
AGILITY	[MARVEL d Marvel] × 1 MULTIPLIER + 1 ABILITY
EGO	[MARVEL d Marvel] × 1 MULTIPLIER + 1 ABILITY
LOGIC	[MARVEL d Marvel] × 1 MULTIPLIER + 0 ABILITY

POWERS
- Vicious Attack

ITEMS
- Sword

TRAITS
- **Signature Attack:** Sword

HENCHMEN

ATLANTEAN WARRIOR

Art by David Marquez & Justin Ponsor

RANK 3 | HEALTH 90 DR: -1 | FOCUS 90 DR:—

ABILITIES

ABILITY SCORE	DEFENSE SCORE
3 MELEE	13
3 AGILITY	13
3 RESILIENCE	13
3 VIGILANCE	13
3 EGO	13
0 LOGIC	10

DAMAGE

MELEE	[MARVEL d Marvel] × 3 MULTIPLIER + 3 ABILITY
AGILITY	[MARVEL d Marvel] × 3 MULTIPLIER + 3 ABILITY
EGO	[MARVEL d Marvel] × 3 MULTIPLIER + 3 ABILITY
LOGIC	[MARVEL d Marvel] × 3 MULTIPLIER + 0 ABILITY

POWERS
- Heightened Senses 1
- Speed Swim
- Sturdy 1

TAGS
- Amphibious
- Extreme Appearance

ITEMS
- Trident

TRAITS
- Breathe Different
- Combat Expert
- Fearless
- Enhanced Physique
- **Signature Attack:** Trident (treat as spear)

HENCHMEN

HYDRA OFFICER

Art by Stefano Caselli & Daniele Rudoni

RANK 2 | HEALTH 60 DR:— | FOCUS 90 DR:—

ABILITIES

ABILITY SCORE	DEFENSE SCORE
2 MELEE	12
2 AGILITY	12
2 RESILIENCE	12
2 VIGILANCE	12
2 EGO	12
0 LOGIC	10

DAMAGE

MELEE	[MARVEL d Marvel] × 2 MULTIPLIER + 2 ABILITY
AGILITY	[MARVEL d Marvel] × 3 MULTIPLIER + 2 ABILITY
EGO	[MARVEL d Marvel] × 2 MULTIPLIER + 2 ABILITY
LOGIC	[MARVEL d Marvel] × 2 MULTIPLIER + 0 ABILITY

POWERS
- Battle Plan
- Inspiration

TAGS
- Secret Identity
- Villainous

TRAITS
- Battle Ready
- Combat Expert

ITEMS
- Submachine gun

HENCHMEN

GLOSSARY/INDEX

A

A-Next 77–78
The next-generation Avengers team of Earth-982.

Adventure Hooks 41, 45, 48, 49, 51, 53, 55, 78, 81, 82, 85, 87, 90, 92, 94, 97, 99
Idea seeds for adventures that Narrators can tailor to fit their players' team.

Alternate Forms 120–122
Other forms that a character can change into from their primary form.

Avenger Prime 85, 173
The Loki of Earth-18201, who became the leader of the Multiversal Avengers.

Avengers 9
A team of Earth's mightiest super heroes brought together to face the world's greatest threats.

AVENG.E.R.S. 33
The Avengers Emergency Response Squad. A team based out of Avengers Mansion, led by Captain America (Steve Rogers).

Avengers Academy 131
Originally a training facility for young heroes after the superhuman civil war. Captain Marvel (Carol Danvers) recently established a new version with the same goals but better methods.

Avengers Mansion 132
The Avengers' first headquarters, originally Stark Mansion, given to the team by Iron Man (Tony Stark).

Avengers Mountain 129
An Avengers headquarters built inside the body of a dead Celestial.

Avengers Tower 132
The Avengers' skyscraper headquarters, originally Stark Tower, given to the team by Iron Man (Tony Stark).

Avengers Unity Squad 26
A team of Avengers comprised mostly of mutants and usually led by a mutant.

B

Battle Suits 116
Suits of powered armor that grant their users superhuman abilities, much like other iconic items.

Beyonders 29, 65, 119
A race of nearly omnipotent beings that live beyond the borders of the Multiverse, originally created by the Celestials.

Big Fights 155–157
A new way of handling large battles that pit the heroes against big groups of foes.

Black Order 97–99
A team of Thanos' top lieutenants. They often work as mercenaries in his absence.

C

Celestials 10, 32, 72, 80
Gigantic beings of immense power who are sometimes referred to as space gods. They are responsible for creating three strands of humanity: Eternals, Deviants and humans with the potential for incredible mutations.

Champions 48–49
Originally a team of seasoned heroes based in California, but more recently, a team of young heroes, many of whom had served as Avengers. An entirely unaffiliated team called the New Champions has recently formed as well.

Cosmic Cube 119
An item that contains a portion of the power of the Beyonders and can be used to revise reality to fulfill wishes.

D

Dark Avengers 94–97
The team of replacement Avengers led by Norman Osborn as the Iron Patriot.

Defenders 15
An early rival team that included Doctor Strange, Hulk, Silver Surfer, Sub-Mariner and Valkyrie.

Deviants 10, 72
A diverse species of superhuman beings created by the Celestials. Other versions based on other species exist too.

Disarming 155
Attempting to take a weapon or object away from a foe.

E

Eighth Cosmos 29
The current iteration of the Multiverse, brought into existence after the incursions destroyed the Seventh Cosmos.

Elders of the Universe 14, 31
Seemingly immortal and immensely powerful beings, each of whom is the last survivor of their kind. Members include the Collector, the Grandmaster and the Contemplator.

Eternals 10, 32, 39, 72
A superhuman strand of humanity created by the Celestials. Other versions based on other species exist too.

Exhausted 157
A condition that happens after a character stays awake for too long. When a character is exhausted, they must add +5 to the Focus cost of any powers that have a Focus cost. This penalty ignores the regular cap on spending Focus.

F

Fifty-State Initiative 22, 61–63
An effort spearheaded by Tony Stark after the superhuman civil war that founded the first Avengers Academy and aimed to put a super-hero team in every state.

G

Gadgets 145
Hacked-together devices created to solve acute problems, often for short-term use.

God Quarry 34, 85, 87
A dimension beyond the Multiverse where dead gods wind up. It serves as a barrier above the remnants of the First Cosmos, where some of the First Celestials still exist and send Infinity Stones into the Multiverse.

H

H.A.M.M.E.R. 22, 24, 63, 94–95, 97
Norman Osborn's replacement for S.H.I.E.L.D. after he was named director. He never decided what the letters meant.

Headquarters 122–134
A central meeting location for a team, which can include living quarters.

Henchmen 153–154
Low-rank villains who help out high-rank villains, often in large numbers.

House of Ideas 31
In the real world, the Marvel Comics company; in the Marvel Universe, a transdimensional place that serves as the home for the One Above All.

Hydra 91–92
An international criminal and terrorist organization that clashes regularly with the Avengers and S.H.I.E.L.D.

I

Iconic Items 102–116
Items that grant their user superhuman abilities.

Impossible City 33, 34
An artificially intelligent starship that serves as the Avengers' current headquarters, in orbit around Earth.

Incursions 26–29
An event in which universes collide, centering on the Earth in each universe. This eventually led to the destruction of the Multiverse and the entirety of the Seventh Cosmos.

Infinity Gauntlet 120
A metallic glove created to house the Infinity Stones and allow its owner to use their power all together, giving them control over all reality.

Infinity Stones 119–120
Seven stones that each give their wielder power over a single aspect of reality: Death, Power, Mind, Reality, Soul, Space and Time.

Inhumans 15, 27, 29, 72, 74
A subspecies of humanity created by the alien Kree. Its members can gain super-powers by being exposed to Terrigen Mist.

K

Kamala's Law 48
The Underage Superhuman Welfare Act, designed to prevent young superhumans from becoming super heroes. Named after Ms. Marvel, who was injured during a superhuman battle while in her public identity as Kamala Khan.

M

M-Day 19, 25–26
The day the Scarlet Witch depowered the vast majority of mutants on Earth. Also known as the Decimation.

Masters of Evil 89–91
A series of villain teams, originally founded by Baron Heinrich Zemo to stand against the Avengers.

Multiversal Avengers 85–87
A team of Avengers drawn from across the Multiverse and headquartered in the God Quarry, led by Avenger Prime.

N

Narrative Items 119–120
High-concept iconic items that don't fit within the regular powers framework and are relegated to characters the Narrator controls. Includes things like Cosmic Cubes and the Infinity Gauntlet.

Narrative Powers 160–162
High-concept powers that don't fit within the regular powers framework and are used by characters the Narrator controls.

O

One Above All 120
The creator of all that is.

P

Pet Avengers 54–55
An Avengers team formed by super-powered animals, often associated with established members of the Avengers.

Prehistoric Avengers 9–10
An Avengers team that gathered in ancient times, including Agamotto, Odin and the Phoenix.

Q

Quinjet 40, 140–143
A small, agile aircraft built to transport the Avengers to locations of crisis.

R

Random Encounters 162–163
Short incidents that can happen to teams between larger parts of an adventure.

S

Secret Invasion 22, 62
An invasion of Earth brought about by radical Skrulls who infiltrated world organizations and super-hero teams to help establish their dominance.

Seventh Cosmos 15, 29, 34, 83, 99
The iteration of the Multiverse in which the Age of Heroes began. It was destroyed by the incursions but was later reborn as the Eighth Cosmos.

S.H.I.E.L.D. 58
An international law enforcement agency. Originally the Supreme Headquarters, International Espionage, Law-enforcement Division, later the Strategic Homeland Intervention, Enforcement and Logistics Division. It has since been dissolved, but a new department of the C.I.A. is now known as the Super Human Intelligence: Extra-Legal Division.

Sinister Plots 154
Extra actions that a villain can take to help them in combat.

Stunning 101
A condition that causes any powers the character is concentrating on to end immediately. They also have trouble on any standard actions or reactions and cannot use any movement actions. The character can still use powers that can be used with standard actions or reactions. Any attacks against them have an edge.

Stunts 151–153
New ways for characters to use their existing powers.

Superhuman Civil War 21, 30, 58, 61
A conflict among super heroes driven by their disagreements over the Superhuman Registration Act. A second superhuman civil war later broke out over how to handle the predictions of the Inhuman precognitive Ulysses Cain.

Supreme Intelligence 15, 18, 19
An amalgamated Kree leader created by a melding of brains taken from the greatest minds in Kree history over the course of centuries.

T

Team Maneuvers *Core Rulebook* 38–39; 150–151
Special maneuvers a team can do together.

Thanos 15, 18, 27, 39, 151
The Mad Titan, one of the few children of any Eternals. He craves power so that he can prove his love to Death.

Thunderbolts 51–54
Originally a Masters of Evil team pretending to be heroes, this evolved into a series of teams, usually of former villains led by established heroes.

U

Ultimate Fantastic Initiative 154
If a character gets an ultimate Fantastic success (6 **M** 6) on an initiative roll, they can turn their Marvel die to an M on any single action check during the bonus round.

Ultimate Universe 81–85
Originally a name for Earth-1610, the home of the Ultimates. Earth-6160 is a new Ultimate Universe in which the Maker (Reed Richards of Earth-1610) attempted to keep super heroes from coming to be—at least until his disappearance.

Ultimates 50–51, 81–85
Originally an Avengers-style team on Earth-1610, later an Earth-616 team of heroes formed to address cosmic issues. A new Avengers-like Ultimates team recently formed on Earth-6160.

V

Vehicles 137–144
Machines used for travel, including specialized ones like Helicarriers, Quinjets or Sky-Cycles.

W

West Coast Avengers 43–46
A series of California-based Avengers spin-off teams designed to enable the Avengers to respond quickly to threats on the West Coast of the United States.

Y

Young Avengers 47–48
A team of young super heroes who hoped to follow in the Avengers' footsteps.

Z

Zodiac 92–94
A number of teams of villains based on astrological signs. They clashed regularly with the Avengers.

Art by Stuart Immonen

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Art by Stuart Immonen

Avengers Assemble!

Bring together Earth's mightiest super heroes, whether members of the Marvel pantheon—Black Widow, Captain America, Hawkeye and Thor—or the greatest new creations from your table! With the *Avengers Expansion*, explore the teams that were brought together to fight threats no one hero could face. Also, explore the world that the Avengers are sworn to protect. This book expands the rules of the Marvel Multiverse Role-Playing Game, including rules on crafting iconic weapons (like Captain America's shield or Thor's hammer), building your own headquarters (like Avengers Tower) and creating new battle suits, like Iron Man's Hulkbuster armor. Get your players together. It's time for your Avengers to assemble!

MARVEL